

ADITYA TAPSHALKAR

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EDUCATION

Georgia Institute of Technology, Atlanta, GA

Expected May 2021

Bachelor of Science in Computer Science, Health and Medical Science Minor

GPA: 3.47, Major GPA: 3.88

- **Concentrations:** Intelligence, People
- **Honors:** Zell Miller Scholar, President's Undergraduate Research Award (PURA) Recipient
- **Coursework:** Artificial Intelligence, Computer Vision, Robotics and Perception, Cognitive Science for Computer Science, UI Design

TECHNICAL SKILLS

- **Programming Languages and Frameworks:** Java, Python, ReactJS, Kotlin, JavaFX, Assembly, C, C#, LaTeX, JS, HTML, CSS
- **Programming Software:** IntelliJ, Webstorm, PyCharm, Android Studio, Sublime, Git, GitHub, Unity
- **Hardware:** miniSim Driving Simulator, HTC Vive, Anki Cozmo
- **Additional Skills:** Microsoft Azure, Adobe Photoshop, Adobe XD, Miro, Gimp, Audacity, Vegas Pro, Inkscape, Trello

EXPERIENCE

Elavon – Atlanta, GA

January 2020 – May 2020

Intern | Product and Innovation

- Spearheaded front-end development of cryptocurrency-backed vending machine using Ionic React
- Established Ethereum-backed cryptocurrency unique to Elavon with Metamask
- Integrated front-end with vending API and incorporated smart contracts to ensure secure and decentralized transactions

Georgia Tech Sonification Laboratory – Georgia Institute of Technology

May 2019 – December 2019

PURA Undergraduate Researcher | Audiovisual Spatialization

- Studied participants' abilities to locate sounds in virtual reality environments generated in Unity
- Generated resulting point-cloud heatmap of coordinates created in Unity of participant-localized sounds
- Collaborated with graduate-level researcher to extrapolate action-object congruency bias through studied trends

Georgia Tech Sonification Laboratory – Georgia Institute of Technology

January 2019 – May 2019

Undergraduate Research Assistant | Automated Driving and Lane Detection

- Measured and analyzed participants' confidence in lane-assisted automated driving
- Created application in JavaFX gauging participants' attention while operating driving simulator
- Took notes during driving-style focus groups and analyzed responses to create a HUD for thrill-seeking drivers

PROJECTS

- **Covid-Events** – Constructed and implemented front-end for app aiding in planning of events during COVID-19 *Summer 2020*
- **VonGo** – Assembled a cryptocurrency-backed vending machine for Elavon using Metamask and Ionic React *Spring 2020*
- **Congruency Bias Point-cloud Map** – Visualized research data to discover trends using Unity and HTC Vive *Fall 2019*
- **Educational Tech** – Built an app prototype that aids middle-schoolers learning Spanish *Summer 2019*
- **UI / UX Design** – Prototyped a personally-catered event-finding application using Adobe XD *Summer 2019*
- **Automated Driving** – Developed a HUD for thrill-seeking drivers using focus group data *Spring 2019*
- **Objects and Design** – Constructed a complex game with a small team using Java, XML, and Kotlin *Spring 2019*

LEADERSHIP

Introduction to Research (COS 2000)

August 2018 – December 2019

Team Leader / Teaching Assistant – Georgia Institute of Technology

- Prepared classroom assignments and activities for small group of eight students
- Served as guidance for students wanting to become involved with research in college
- Led conversations about various topics of research and shared previous experiences with students

Stamps Health Services Ambassadors

August 2017 – May 2018

College Prevention Program Committee Leader – Georgia Institute of Technology

- Met with committee members regularly to discuss drug awareness initiatives on campus
- Volunteered at Georgia Tech Health Initiatives booths to promote healthy lifestyles
- Aided in the management and hosting two campus-wide events advocating drug awareness