# 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

Major GPA: 3.78

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

#### TECHNICAL SKILLS

- Programming Languages: Java, Python, JavaScript, TypeScript, JSX, HTML, XML, CSS, Dart, Kotlin, LC-3 Assembly, C, C#
- Frameworks: ReactJS, Node, Git, Flutter, FireBase, Django, Microsoft Azure
- Hardware: miniSim Driving Simulator, HTC Vive, Anki Cozmo
- Additional Skills: Adobe Photoshop, Adobe XD, Figma, Miro, Gimp, Audacity, Vegas Pro, Inkscape, Trello

### **EXPERIENCE**

Elavon Inc. – 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 blockchain 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

<u>Undergraduate Research Assistant</u> | 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
- · Collected notes and data during driving-style focus groups and analyzed responses to create a HUD for thrill-seeking drivers

### **PROJECTS**

Chest X-ray CV Detector - Performed computer vision techniques on X-rays to diagnose chest conditions	Fall 2020
Covid-Events - Designed and integrated 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
Automated Driving HUDs - Developed a HUD for various driving styles using focus group data	Spring 2019
Space Traders - Constructed a complex game with a small team using Java, XML, Android Studio, and Kotlin	Spring 2019

# ADDITIONAL EXPERIENCE

#### **Introduction to Cognitive Science (CS 6795)**

January 2021 – Present

<u>Undergraduate Teaching Assistant</u> - Georgia Institute of Technology

- · Revise and organize reading material and additional course resources for class of 56 graduate students
- Facilitate in-class discussions between students and discuss advanced topics on high-level meta-cognition
- Observe and evaluate students' performance through comprehensive class quizzes and individual and collaborative projects

# Introduction to Research (COS 2000)

August 2018 - December 2019

Team Leader and Teaching Assistant - Georgia Institute of Technology

- Prepared classroom assignments and activities for small group of eight students and assessed students' performance
- Assumed a mentor role for students wanting to become involved with research in college
- Led conversations about various topics of research and shared previous experiences with students