

Aishwarya Srivastava

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Immigration Status: Indian citizen on F1 (Student) visa. Eligible for CPT/OPT.

Education

The Ohio State University, Columbus OH - (GPA 3.7/4.0)

May 2018

- BS in computer science and engineering and math minor with *magna cum laude* honors.
- Received the College of Engineering Undergraduate Research Scholarship in December, 2017.
- **Relevant coursework:** AI, Databases, Web Applications, Game Design, Combinatorial Math, Statistics and Probability.

Skills

Languages: Python, C#, Java, C, C++, SQL, Ruby, JavaScript, Go, MATLAB, Scheme

Tools: Eclipse, Git, Unity, Visual Studio

Web Development: Ruby on Rails, HTML, CSS, Bootstrap

Experience

Undergraduate Research Assistant - OSU Department of Astronomy

May 2017 - Present

- Working under Dr. Annika Peter to find indirect mass estimation methods dark matter halos in the $10^7 - 10^{10} M_{\odot}$ range.
- Using Python's SQLite library for data modeling and Matplotlib and NumPy libraries to create automation tools to investigate over 7 million halos for empirical relationship between halo mass and satellite kinematics.
- Project sponsored by NASA and the National Science Foundation. Presented results at various UG research forums.

Academic Tutor - OSU Student-Athlete Services Office

Jan 2017 - Oct 2017

- Tutored 4 student-athletes per week in pre-algebra, calculus I and II, introductory physics, and Java programming.
- Assisted with take-home assignments and preparation for exams, and reviewed graded assignments to assess progress.
- Regularly reported to coordinators regarding details of individual meetings and overall progress.

Summer Immersion Program Instructor - Girls Who Code, Austin TX

Jun 2016 - Aug 2016

- Taught 20+ high school girls introductory computer science through software development in Python, firmware programming in Arduino, and web applications with HTML, CSS, JavaScript, Bootstrap, and web APIs.
- Assisted in lesson planning and delivery, assignments, equipment management, field trips, and classroom logistics.
- Communicated regularly with program coordinators regarding the progress of the curriculum and students.

Projects

Who Framed Roger Crawfis? - Unity 3D (C#) game

Spring 2018

- Worked with 6 developers in a scrum environment to build a first-person prison escape game in 7 2-week sprints.
- Programmed an interactive and artificially intelligent agent to be used as a model for non-player characters.
- Built levels using prefabricated assets and created animation controllers for movable characters.

Camp Roster - Ruby on Rails web application

Fall 2017

- Implemented a relational database to sustain features like registration, administration, camp enrollment and waitlisting.
- Integrated database with a user friendly GUI that is compatible across all platforms using an MVC architecture.
- Programmed a simple login mechanism (with email activation) and user dashboard.

KittenSeek - Unity 3D (C#) game

Spring 2017

- Programmed user input to the character motion and the user interface for displaying score, time remaining, and settings.
- Implemented toggles for switching between different perspectives, muting sound, and pausing gameplay.
- Created handlers for collision trigger and response between the character and the game environment.