

Aishwarya Srivastava

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IMMIGRATION STATUS	Indian citizen on F1 (Student) visa. Eligible for CPT/OPT. Will require sponsorship in the future.	
EDUCATION	Ohio State University , Columbus, OH B.S. Computer Science and Engineering (Minor in Mathematics)	August 2014 - May 2018 (GPA 3.7/4.0)
	<ul style="list-style-type: none">• Listed on the College of Engineering's Dean's List for every semester completed.• Awarded the College of Engineering Undergraduate Research Scholarship (December 2017)• Certified CRLA Level 1 tutor (April 2017)	
EXPERIENCE	Research Assistant <i>Dr. Annika Peter, the Ohio State University, Department of Astronomy</i> Developing methods for estimating the mass of dark matter halos in the $10^7 - 10^{10} M_{\odot}$ range. The project is funded by NASA and the NSF.	May 2017 - Present
	<ul style="list-style-type: none">• Using Python's Matplotlib and NumPy libraries to investigate over 4 million halos for empirical relationships between satellite kinematics and halo mass• Using SQLite to integrate database querying with scripting to automate plot generation• Learning the layout of new simulations and adapting existing software to extract data from them• Studying academic papers to learn more about new techniques in astrophysics	
	Instructor <i>Girls Who Code Summer Immersion Program, Austin TX</i> Taught 20 high school girls the basics of computer science. The program was sponsored by Dell and the Barlovento Foundation.	June 2016 - August 2016
	<ul style="list-style-type: none">• Assisted in lesson planning and delivery, assignments, equipment management, and logistics• Addressed all questions and concerns to ensure a uniform understanding of the material• Arranged and managed the classroom during field-trips, guest speakers, and breaks• Communicated regularly with GWC staff regarding the progress of the program• Maintained a safe and engaging classroom environment	
SKILLS	Programming Languages: Python, C#, SQL, HTML, CSS Tools: Git, Unity 3D, Visual Studio, Latex, Blender, Adobe Photoshop and Illustrator	
PROJECTS	KittenSeek A 3D arcade video game made in Unity 3D and C#	
	<ul style="list-style-type: none">• Programmed user input to the character motion and UI for an enhanced gaming experience• Handled collision triggers and response between the character and the game environment• Implemented two cameras that to offer multiple perspectives of the arena• Added a particle system to mimic confetti with real-world physics mechanics	