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

The Ohio State University, Columbus OH - (GPA 3.7/4.0)   **Aug 2014 - May 2018**
- B.S. in CSE and math minor with *magna cum laude* honors and a specialization in computer graphics and animation.
- Awarded 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 on Rails, HTML, CSS, JS   **Tools**: Git, Unity 3D, Visual Studio

Experience

Research Assistant - Dr. Annika Peter, OSU, Department of Astronomy   **May 2017 - May 2018**
- Developing indirect methods for estimation of the mass of dark matter halos in the $10^7 - 10^{10}$ M$\odot$ range.
- Used Python's Matplotlib and NumPy libraries to investigate over 4 million halos for empirical relationships between satellite kinematics and halo mass, and SQLite library to Integrate database querying with scripting.
- Project sponsored by NASA and the National Science Foundation. Presented results at various UG research forums.

Summer Immersion Program Instructor - Girls Who Code, Austin TX   **Jun 2016 - Aug 2016**
- Teaching 20+ high school girls introductory computer science through software development in Python, firmware programming in Arduino, and web applications through 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 program and students.

Projects

Who Framed Roger Crawfis? - Unity 3D (C#) game   **Spring 2018**
- Worked with 6 developers to build a first-person prison escape game for senior capstone project (14 weeks).
- Programmed an interactive, artificially intelligent agent to be used as 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 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.