Aishwarya Srivastava

aishwaryasrivastava@mail.com
(614) 815-0930
Columbus, OH

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 computer science and engineering with *magna cum laude* distinction.
- Minor in mathematics and specialization in computer animation and graphics
- Awarded the College of Engineering Undergraduate Research Scholarship (December 2017)

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**
- Developed indirect methods for estimating 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 NSF

Summer Immersion Program Instructor - Girls Who Code, Austin TX   **Jun 2016 - Aug 2016**
- Assisted in lesson planning and delivery, assignments, equipment management, and classroom logistics
- Communicated regularly with GWC staff regarding the progress of the program and students
- Program funded by Dell and the Barlovento Foundation

Projects

Who Framed Roger Crawfis? - Unity 3D game   **Spring 2018**
- Programmed an interactive AI agent for non-player characters
- Built the level using pre-made assets and created animation controllers for the movable characters
- Developed logic puzzles and mini games spread throughout the game

Camp Roster - Ruby on Rails web application   **Fall 2017**
- Implemented a relational database to sustain features like registration, administration, camp enrollment and waitlisting
- Programmed a simple login mechanism (with email activation) and user dashboard
- Integrated database with a user friendly GUI that is compatible across all platforms using an MVC architecture

KittenSeek - Unity 3D game   **Spring 2017**
- Programmed user input to the character motion and UI
- Handled collision triggers and response between the character and the game environment
- Implemented two cameras to offer multiple perspectives of the level