Charvi Attri (She/Her)

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EDUCATION

University of Massachusetts Amherst, MA Bachelor of Science in Computer Science

- GPA: 3.95 | Dean's List Honors (All semesters) | Chancellor's Award Scholarship
- Relevant Coursework: Data Structures, Linear Algebra, Computer Systems Principles, Reasoning under Uncertainty, Multivariate Calculus, Discrete Mathematics, Programming Methodology, Artificial Intelligence (AI), Algorithms, Mobile Health Sensing and Analytics

AWS Lambda Foundations course (AWS Educate), **IBM's Master the Mainframe 2020** challenge, **Machine Learning** course by Stanford University (Coursera), **Software Engineering & Mobile Product Development** (CodePath)

EXPERIENCE

Undergraduate Course Assistant, University of Massachusetts Amherst

Sep 2021 - Present

Expected Graduation: May 2023

- Leading discussions and responding to students' questions on programming concepts and coursework
- Assisting professor in facilitating course progress by grading and guiding students' assignments

Intern - Abbott Healthcare, India

Jun 2021 - Aug 2021

- Revamped the UI/UX design for Abbott's internal system using Figma to create a wireframe
- Learnt about software life cycle and agile methodologies

Goldman Sachs Engineering Possibilities Summit

Feb 2021 - Mar 2021

• Developed interface for Deep Pockets (investment forecaster application) using React.js to allow the user to input investment allocations and view a time series display of investments

Undergraduate Peer Tutor, University of Massachusetts Amherst

Aug 2020 - Dec 2020

- Conducted meetings with students to discuss programming principles and assignments
- Assisted students to tackle problem sets and solve doubts involving data structures and their implementation

Undergraduate Research Assistant, University of Massachusetts Amherst

Jun 2020 - Jan 2021

- Machine Learning application in Kaggle competition to predict house prices using regression techniques in Python
- Worked on an image classification model using CIFAR10 dataset and PyTorch

Backend Developer, University of Massachusetts Amherst

Jun 2020 - Aug 2020

- Collaborated with a team of developers to create a web application which allows students to schedule appointments with faculty, alumni or other students. Used Github and Slack
- Redesigned code using smtplib and email package in Python. Enhanced email notification and calendar invite feature within the application using AWS lambda

PROJECTS

- Math Bot (C language): Developed networking client that connects to a remote server and solves a series of math problems. Used TCP stream sockets and network system calls provided by the socket API
- **Text Adventure Game Clue (C language):** Developed an interactive game where players use text commands. Worked with C structs, pointers, dynamic allocation and deallocation as well as data structures
- Let's play Hangman (Python): Created Hangman game using Tkinter and modules like pycountry and random
- COVID-19 Tracker (Flask, Bootstrap, HTML/CSS): Created a COVID-19 dashboard which displays the number of
 confirmed cases around the world. Used pandas, COVID-19 API, geopy and folium library to create world map
- **Bluetooth Messaging App (Java/XML, Firebase):** Developed an application using Android Studio. It allows users to connect and chat using bluetooth in case of absence of Wi-Fi

TECHNICAL SKILLS

- Languages: Java, Python, C, JavaScript
 Back-End: SQL, Flask
 Front-End: HTML/CSS, Bootstrap
- Tools: Eclipse, Jupyter Notebook, Visual Studio Code, Android Studio