Akalya Sridharan

DuPont, WA | +1 253-228-5991 | akalya.s.sri@gmail.com
www.linkedin.com/in/akalya-sridharan | https://github.com/akalyasri

SUMMARY OF QUALIFICATIONS

- Knowledge in Programming Languages: C++, Java, Python, HTML
- Highly motivated to work in any environment and pursue several different types of projects
- Experience with working in a team, in both coding and in career-oriented environments
- Passionate about computer science and the future development and evolution of technology

EDUCATION

Washington State University   **Expected Graduation Date: May 2026**
B.S in Computer Science   ***GPA: 3.86**/4.0*
Relevant Coursework: Program Design & Development C/C++, Data Structures, Discrete Structures, Advanced Data Structures, Computer Architecture, Automata & Formal Languages
Awards/Honors: Honor Roll (Fall 2022, Spring 2023), Bryan E. Bloodworth and Dr. Meredith M. Adams Endowed Scholarship for Women

TECHNICAL SKILLS & INTERESTS

Skills: C, C++, Python, Haskell, Java, Post-script, Game Development, Graphics Design
Developer Tools: Visual Studio Code, Arduino IDE, SFML, Autodesk Inventor, AutoCAD
Interests: Embedded Systems, Programming, 3D Printing, Robotics, Computer Assembly

PERSONAL PROJECTS

Software Design & Development:
MultiMedia Battleship Game | *C++, SFML(Simple and Fast Multimedia Library)*
- Developed a multimedia battleship game using **C++** as the backend of the game.
- Implemented the graphics and the soundtrack using **SFML** to enhance the gaming experience.
- Utilized **SFML** when checking for user input to allow for a more interactive user interface.
- Incorporated various animations with **SFML** to create a dynamic and engaging experience.

TextBased Snake Game | *C, CSS*
- Developed the backend/game logic of the text-based snake game using **C**.
- Crafted a text-based interface for the game, representing the snake and food using text characters.
- Designed a user-friendly website using CSS to serve as a platform for users to access the game.
- Incorporated a landing page within the website to allow for an easy download of the game.

Embedded System (Arduino-Based):
Vertical Robotic Arm (VRA) | *Arduino, 3D Printing, Autodesk Inventor, AutoCAD*
- Conceptualized a robotic solution to address safety concerns faced by farmers climbing trees
- Engineered a robot with a 5-axis arm designed to climb on cylindrically shaped objects vertically.
- Designed the robot's framework using **Autodesk Inventor** and materialized through **3D printing**
- Utilized an **Arduino-based** control system to control the robot's body and the 5-axis arm.

Rescue Rover | *Arduino*
- Conceptualized a disaster-response solution for reaching the victims in challenging locations
- Constructed a motor-operated scissor jack for lifting and debris clearance.
- Utilized an **Arduino-based** control system to control the rover using remote control.
- Designed for remote operation, allowing workers to control the rover from a safe distance.
- Devised to maneuver and crawl within the small crevices of the disaster rubble and clear debris.