

# Akarsh Kumar



Phone:  
(479)-236-4692

Email:  
[akarshkumar0101@gmail.com](mailto:akarshkumar0101@gmail.com)

GitHub:  
akarshkumar0101

Website:  
[akarshkumar.com](http://akarshkumar.com)

3026 Ellen St, Irving, TX, 75062

## Overview

- **Objective:** Internship that introduces me to industry level software design, data science, and machine learning
- I am a student aspiring to pursue the fields of computer science, physics, and mathematics in great detail
- Programming since I was 12, I enjoy engineering software for clients and businesses, as well as recreationally
- Learn more about me, my projects, and my research at [akarshkumar.com](http://akarshkumar.com)
- **Skills:** Java, Python, C++, Swift, iOS development, Android development

## Education

Computer Engineering and Physics @ **UT Austin**, Class of 2022

**Arkansas School for Math, Science, and the Arts (ASMSA)**, Class of 2018

- GPA: 4.23
- ACT: 35
- Notable coursework: Computer Programming 3, Graphics Programming, AP Computer Science, Discrete Mathematics, Calculus III, Differential Equations, Number Theory, AP Physics, Modern Physics, Astrophysics

## Programming Projects

### MACHINE LEARNING PROGRAM | PERSONAL PROJECT | APRIL 2018 – PRESENT

- Abstract **machine learning deep neural network** was made from **complete scratch** in Java and was trained to recognize handwritten digits using a stochastic gradient descent approach (inside LibAK on GitHub)

### COMPUTER ALGEBRA SYSTEM + GRAPHING CALCULATOR | PERSONAL PROJECT | JAN 2015 – PRESENT

- Program to parse mathematical text into a logic tree was made from **complete scratch** and was used to evaluate expressions, calculate partial derivatives, and graph functions (inside LibAK on GitHub)

### FREE GEEK VOLUNTEERING PROGRAM | FREE GEEK, AR | AUG 2015 – FEB 2016

- Program to track volunteer hours for the non-profit technology organization, Free Geek
- Address: 521 W Ash St, Fayetteville, AR 72703 | Phone: (479) 966-9512 | Email: [info@freegeekarkansas.org](mailto:info@freegeekarkansas.org)

### STRATEGIC ANOMALIES | FUTURE STARTUP | DEC 2016 – PRESENT

- Java game resurrecting an old game called Tactics Arena Online was made from **complete scratch**
- University of Arkansas graduate ([quinnchildress@gmail.com](mailto:quinnchildress@gmail.com)) and I will soon launch this upon completion

### OTHER PROJECTS | 2012 – PRESENT

- Computer Programming 3: maze generation/solving, path finding, hash tables, self-balancing binary search trees
- Graphics Programming: seam carving/expansion for images, personal QR code creation/detection, panorama creation
- Other: Valentine's match making algorithm (competition won), physics simulations, Project Euler

## Research Experience

### PHYSICS RESEARCH PROJECT | ASMSA | AUG 2016 – MAY 2018

- Conducted research and wrote a paper on **Optimizing Photovoltaic Cells for Laser Light** for applications in laser power beaming and transferring energy over fiber optics (paper attached on website)
- Competed in **Intel ISEF**, State Science Fair, and Regional Science Fair with presentation, poster, and paper

## Leadership Experience

Community Leader (ASMSA)

- Supported students at the ASMSA campus with academic and personal concerns and planned community activities for the school alongside 23 other chosen Community Leaders

Captain of Robotics Team (Fayetteville High School)

- Lead VEX robotics team to 2<sup>nd</sup> place in nationals as the lead programmer, robot designer, and project manager

Captain of Basketball (ASMSA)

- Organized all practices and aided ASMSA basketball for its annual tournament