ADITHYA KETHU

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LINKEDIN

www.linkedin.com/in/adithyakethu

GITHUB PAGE

https://akethu.github.io/adithyakethu/

SKILLS

C, Java, Javascript
Linux, Github,
MATLAB,
Linear Regression Models,
Data Structures & Algorithms,
HTML, CSS,
Flutter, App designing [Figma],
Microsoft Office, Wordpress

EXPERIENCE

QUICKNOTES [FOUNDER]
July 2020 – Current
From being a major contributor in coding & designing our website and app, I have actively been involved in finance, marketing, networking, and recruiting as well.

INDIA AGAINST COVID
July 2020 – August 2020
A not-for-profit organization wherein I worked as a research and growth intern. Was also responsible for writing business proposals to reputed organizations.

THE CRAZY PARTNER
June 2020 – July 2020
Operations internship where I interview various potential and established businesses as part of a marketing scheme.

UNITED PURIO WATER SOLUTIONS PVT.
June 2019-July 2019
Interned as the operation manager. Was responsible for accounting and stock management.

LEO & MIKE
April 2019-June 2019
Was the camp manager for the summer camp. Was responsible for organizing and managing the daily functioning of the summer camp.

EDUCATION

COMPUTER SCIENCE, BS MAJOR BUSINESS MINOR
University of Massachusetts, Amherst
September 2019 (current) - 2023 (expected)
GPA: 4.0

Part of the intramural soccer team, table tennis club and entrepreneurship club. Founded my own startup called 'QuickWeb Inc'.

PHYSICS, CHEMISTRY & MATHEMATICS
Sri Chaitanya Junior College
June 2017-July 2019

Scored 96% aggregate consistently in both my 11th and 12th board exams. State rank of 4 in National Level Talent Search Examination.

CBSE
Green Gables International School
June 2004-March 2017

Have been awarded the Best Student of the year for all years in High School.

ACHIEVEMENTS

- Have my own registered start-up called 'QuickWeb Inc.', in India.
- School and House Captain in High School.
- State 1st in Science Olympiad.
- Secured a state rank of 5 & national rank of 434 in 'National Level Talent Search Examination'.
- Earned a 'Black Belt' in Taekwondo; have been trained by a 'Black Belt Dan 4' coach.
- Gold medalist in interschool gymnastics [floor exercise].
- Youngest and first student in my yoga institute to be awarded with Advanced Level 2 certification.
- Bagged gold in seasonal club horse riding tournament.
- Recipient of the 'Best Student of the Year' award throughout high school.
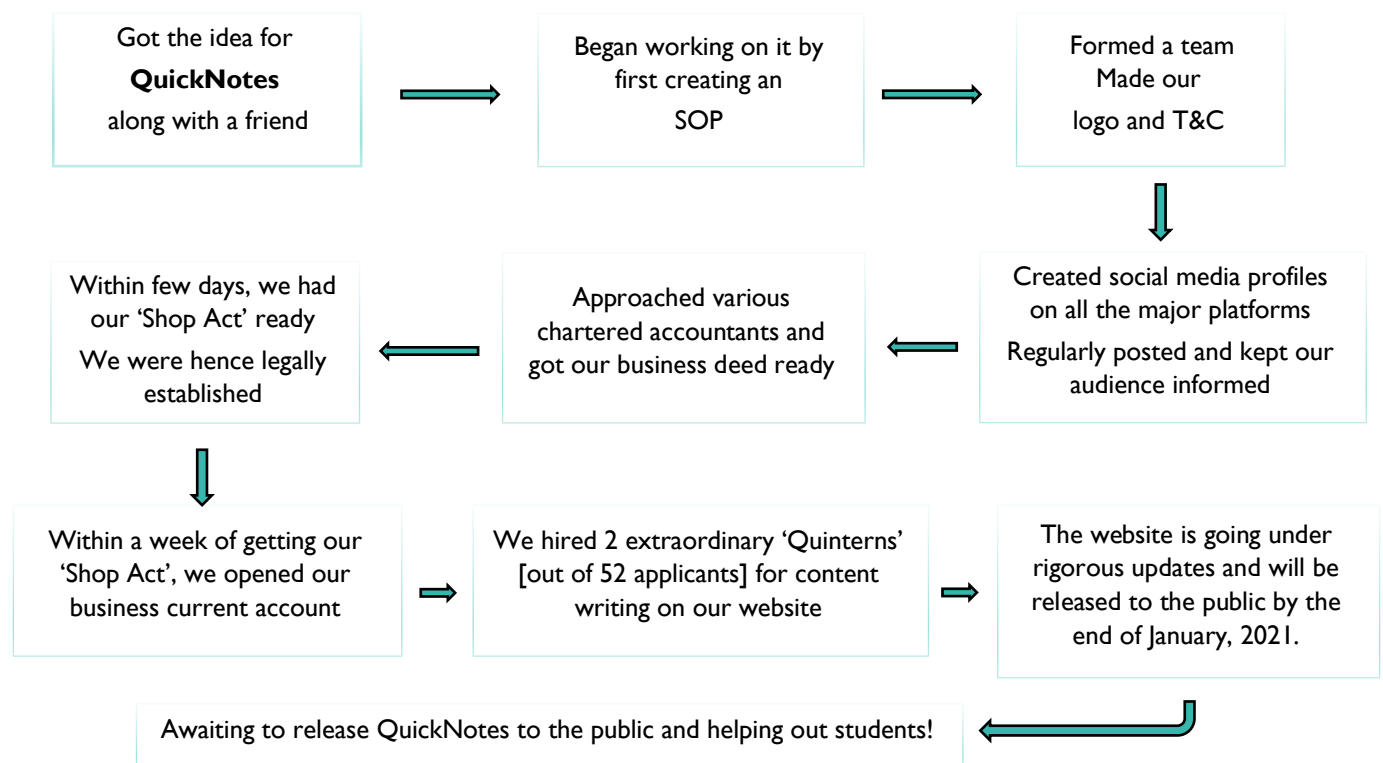
INVOLVEMENT

- A board member of the 'Sigma Phi Epsilon' Fraternity, the highest academic GPA fraternity on campus.
  - I hold the board position as an Alumni Communications Chair.
- Member of the UMass Machine Learning Club.
- Member of the UMass CICS COST [Computer Science Community Outreach Student Team].
- An active member of the Entrepreneurship Club.
- Member of the most prestigious horse-riding club in my city: Hyderabad Polo and Riding Club.

COMPUTER SCIENCE COURSES

- Computer Science 121: Introduction to Problem Solving with Computers (A Java Language Course)

  Concepts and techniques covered include data types, expressions, objects, methods, top-down program design, program testing and debugging, state representation, interactive programs, data abstraction, conditionals, iteration, interfaces, inheritance, polymorphism, arrays, graphics, and GUIs.

- Computer Science 187: Programming with Data Structures

  Highly competitive course on Java. Specific topics include linked structures, recursive structures and algorithms, binary trees, balanced trees, and hash tables.

- Computer Science 230: Computer Systems Principles

  In this class, we study the scientific principles behind the construction of high-performance, scalable systems. The course begins with a discussion of C language and moves up the stack from there to the features of modern architectures, assembly languages, and operating system services such as I/O and synchronization.

- Computer Science 240: Reasoning Under Uncertainty

  Counting and probability -- basic counting problems, probability definitions, mean, variance, binomial distribution, discrete random variables, continuous random variables, Markov and Chebyshev bounds, Laws of large number, and central limit theorem. Probabilistic reasoning -- conditional probability and odds, Bayes' Law, Markov Chains, Bayesian Network, Markov Decision Processes.

- Algorithms, Part I: Princeton University
  - Covers elementary data structures, sorting, and searching algorithms.

- The Complete Web Development Bootcamp: App Brewery
  - Comprehensive course which covers HTML, CSS, Bootstrap, Javascript, JQuery, Bash, Git, Node.js, MongoDB, API's , etc.

MY ENTREPRENEURIAL JOURNEY

Got the idea for **QuickNotes** along with a friend	→	Began working on it by first creating an SOP	→	Formed a team Made our logo and T&C

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Within few days, we had our 'Shop Act' ready We were hence legally established	←	Approached various chartered accountants and got our business deed ready	←	Created social media profiles on all the major platforms Regularly posted and kept our audience informed

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Within a week of getting our 'Shop Act', we opened our business current account	→	We hired 2 extraordinary 'Quinterns' [out of 52 applicants] for content writing on our website	→	The website is going under rigorous updates and will be released to the public by the end of January, 2021.

Awaiting to release QuickNotes to the public and helping out students! ←

VOLUNTEER EXPERIENCE

- UMass For the Kids (FTK)
  - Had an active role in raising funds for healthcare of children and toddlers at Baystate Children's Hospital. Raised over 100 dollars in less than a week's time.

- Humari Pahchan
  - Actively participated in publicising and collecting funds for the NGO.
  - It is one of the largest NGO based in Delhi, India.

1. QuickNotes [Founder & CEO]

   - It is a revolutionary and a much-needed platform wherein students can submit their notes and/or purchase notes for the various entrance examinations taking place in the country.
   - This platform is being developed for users all over India.
   - Our services will be released to the public [via a website initially] by the end of January, 2021.
   - Have legally registered our business, in India, under the name of 'QuickWeb Inc.'
   - We have a solid revenue model which allows QuickNotes to earn more than $220,000 in India alone, which converts to $990,000 in the US [according to Purchase Power Parity].
   - Unlike our competitors, we are the only entity to mutually benefit the students - both academically and financially. One way in which we do this is by enabling students to either upload their notes for free or purchase them at an extremely minimal cost of just 27 cents.
   - Apart from that, we are actively creating a business model to collaborate with NGO's and donate towards education for the unprivileged.
   - We have hired students as well under our 'Quinternship' campaign.

2. FoodShip [Founder]

   - A much-needed idea which is based on connecting foodpreneurs [cooks] with home food enthusiasts.
   - I am leading my team in the infamous, Hult Competition. Our team got selected for the Hult Regionals, wherein we will be competing against student entrepreneurs from all over US!
   - I devised a working franchise model for this idea, wherein, instead of a single group being in charge of the entire city, FoodShip Hubs will be set up in the different localities, for which each hub will be run by different set of people. My team will be the main group in charge of all these hubs in different cities.
   - Our website is currently in production and we will start "Shipping" in 3 cities by the first or second quarter of 2021.

3. Future Predictor [Machine Learning algorithm]

   - Built a machine learning algorithm from scratch which plots linear regression models and constructs the hypothesis function based on the inputted data.
   - Once plotted, it can predict any future data with an accuracy of more than 75%.
   - Coded in C language.

4. Pac-Man Emulator:

   - Coded using HTML, CSS and JavaScript.
   - Recreation of the famous arcade game: 'Pac-Man'! Players can compete by trying to collect all the coins as fast as possible using the arrow keys. Includes features such as timer, pilot-control, automatic scroll-lock, scoreboard, alerts and much more.
   - I am soon to add an AI ghost, which randomly moves around the game board. The player has to avoid the ghost and collect all the coins at the same time.
   - Play: https://akethu.github.io/pac-man/ | View on GitHub: https://github.com/akethu/pac-man

5. Mini Games:

- My interest in coding has led me to create few games in C, wherein I recreated few famous board games into code. I built each of these interactive games from scratch and made sure every kind of edge case has been covered through debugging.

  - Santorini: This game is based on the famous board game 'Santorini'
    - It consists of a 3x3 board in which we are allowed to move around the board as a player (and build levels) by entering the coordinates.
    - I have also designed an AI in the game, which decides its position automatically based on the player's input.
    - The game has been included in my GitHub page: https://akethu.github.io/adithyakethu/

  - Space Odyssey: This game is based on the famous board game called 'Clue'.
    - This is a complex text adventure game set in a virtual 3x3 map, where I set up all objects randomly.
    - I made it such that the player can move around and do a variety of stuff like picking up items or dropping them, searching up other commands, looking around, etc. with specific commands.
    - There will also be non-player characters in the different rooms.
    - One of the items, character and room will have to be guessed by the player so as to win the game.
    - The game has been included in my GitHub page: https://akethu.github.io/adithyakethu/

  - WordFreak:
    - A tricky project which helps in collecting data from various types of input and then organizing the data [strings] based on similarity, frequency, and in alphabetical order as well.
    - The program has been included in my GitHub page: https://akethu.github.io/adithyakethu/

6. CovImune

- A website which I designed and coded with the use of HTML, CSS, JavaScript and a couple of API's.
- CovImune is an all-in-one medical dashboard to analyze, store, remind and share medical data among all hospitals.
- With CovImune, every person can store all their medical records in one place, and subsequently share them with hospitals. It also has the added benefits of in-built analyzers/predictors with alert and reminder facility.
- I plan to add more types of analyzers and make the alerts and reminders operational. I am soon to add a login/sign-up page as well.
- Website: https://akethu.github.io/covimune/ | View on GitHub: https://github.com/akethu/covimune

7. RentOut.

- Allows people to rent their spaces on an hourly basis and connects them to those who want to use the space.
- Have held marketing campaigns and organically reached more than 6000 people through various marketing techniques including fundraising and hosting an 'Art Competition'.
- Website is in production and will be released as soon as the pandemic subsides.

8. The Commission Club

- A self-sustaining project of ours, which allows anyone with a social media presence to sign up and become indirect affiliates.
- It is a first-in-class platform where any social media user can start earning without any commitment.
- Businesses approach us to market their product, and we as a mediator distribute the marketing content amongst our users; which gives them an opportunity to earn!
- Website: https://thecommissionclub.ml