

# ADITHYA KETHU



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LINKEDIN

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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

### THE MASSACHUSETTS DAILY COLLEGIAN | WEB DEVELOPER

Jan 2021 – Current

An on-campus position wherein I am responsible for web development and design of the MDC News Website.

### UMASS AMHERST | SI LEADER

Jan 2021 – Current

As a supplemental instructor for computer science I help students succeed with course curriculum by working alongside the class professor.

### QUICKNOTES | FOUNDER & CEO

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 | RESEARCH & GROWTH INTERN

July 2020 – August 2020

A not-for-profit organization wherein I worked as a research and growth intern.

### LEO & MIKE | CAMP MANAGER

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) – December 2022 (expected)

**GPA: 4.0**

Alumni Communications Chair at SigEp. E-Board Chair at Community Outreach Student Team. 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 11<sup>th</sup> and 12<sup>th</sup> 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.



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## ACHIEVEMENTS

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- 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.

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## INVOLVEMENT

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- 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.
- An E-Board Chair of the CICS Community Outreach Student Team (COST).
  - We work to encourage and increase computer science outreach to youth and educators.
- Member of the UMass Machine Learning Club.
- An active member of the Entrepreneurship Club.
- Member of the most prestigious horse-riding club in my city: Hyderabad Polo and Riding Club.
- Was selected to be a mentor at the HackUCI hackathon.


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## COMPUTER SCIENCE COURSES

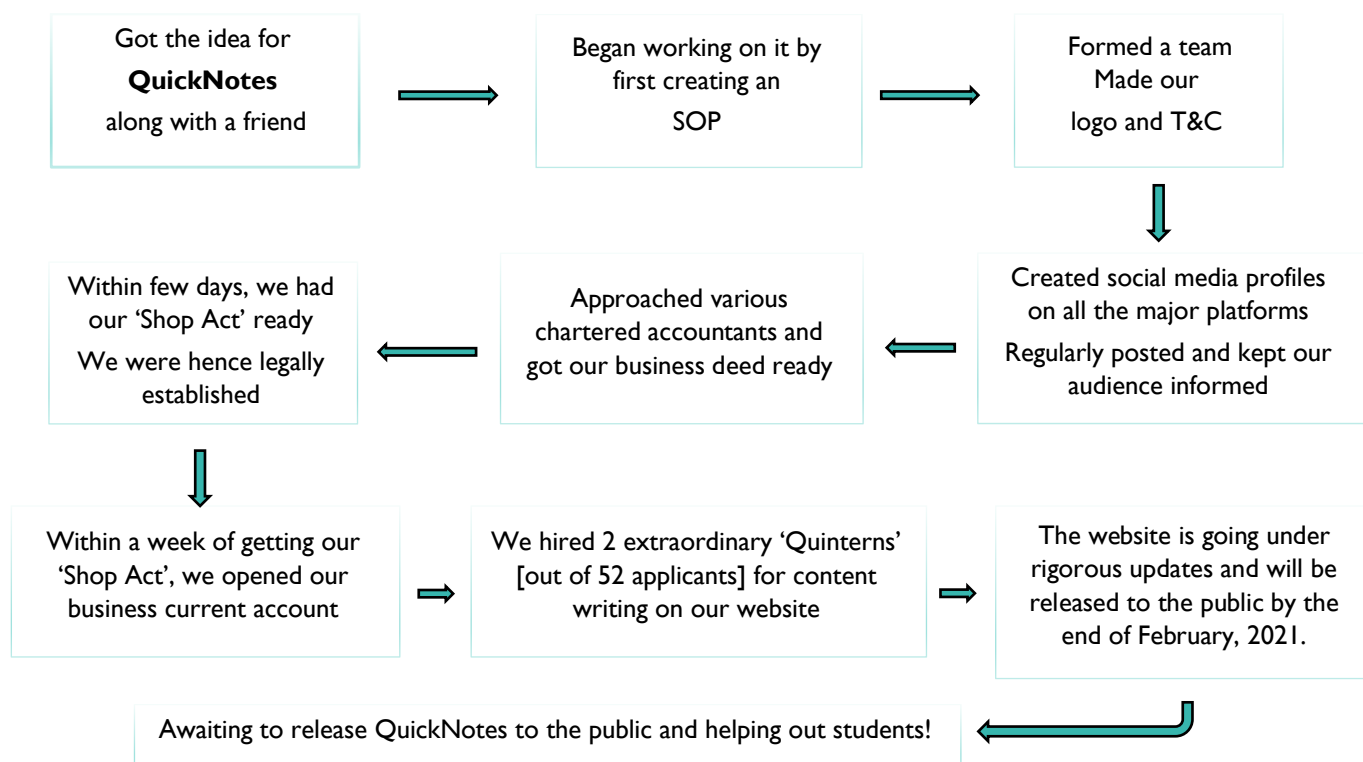
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- Computer Science 121: Introduction to Problem Solving with Computers (A Java Language Course)
- Computer Science 187: Programming with Data Structures
- Computer Science 230: Computer Systems Principles
- Computer Science 240: Reasoning Under Uncertainty
- Computer Science 220: Programming Methodology
- Computer Science 250: Introduction to Computation
- 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.
- CICS 197R: Introduction to R language

Upcoming CS Courses:

- Computer Science 311: Introduction to Algorithms
  - Computer Science 383: Artificial Intelligence
  - Computer Science 446: Search Engines
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## MY ENTREPRENEURIAL JOURNEY



## VOLUNTEER EXPERIENCE

- Mentor at HackUCI
  - Served as a mentor for web development for the hackathon, HackUCI.
- 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 one of the largest NGO based in Delhi, India.

## PROJECTS

### I. 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 February, 2021.
- Have legally registered our business, in India, under the name of 'QuickWeb Inc.'

- 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 lead my team in the Hult Regionals Competition.
- 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 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. What more?! Try to avoid the ghost and collect as many coins as possible! Includes features such as AI controlled ghost, pro-mode, timer, automatic scroll-lock, scoreboard and much more!
- I am soon to make the game functional on mobile as well. I also plan to make the game board bigger and add more difficulty levels.
- Play: <https://akethu.github.io/pac-man/> | View on GitHub: <https://github.com/akethu/pac-man>

## 5. Battleship Ai:

- Coded using HTML, CSS and JavaScript.
- Recreation of the famous board game: 'Battleship'! An Ai controlled Battleship experience.
- Players compete against an autonomous Ai opponent which plays randomly, yet strategically. Includes features such as AI controlled opponent, automatic placement of ships, auto scroll-lock, auto control-lock and more!
- Play: <https://akethu.github.io/battleshipAi/> | View on GitHub: <https://github.com/akethu/battleshipAi>

## 6. CICS COST website

- Coded using HTML, CSS, and Javascript
- This is the main/official website for the CICS Community Outreach Student Team.
- Link to the website: <https://cics-cost.github.io>



## 7. Mini Games:

- My interest in coding has led me to create few games in C language, wherein I recreated 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, requesting for help, 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/>

## 8. 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>

## 9. 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>

