Akshay Aravind

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EDUCATION

Cornell University, College of Engineering

Ithaca, NY May 2025

Bachelor of Science in Computer Science | GPA: 3.98/4.00 Courses: Object-Oriented Programming & Data Structures, Functional Programming, Discrete Math, Statistics, Calc III

Burlington High School: GPA: 4.46/4.00 ~ Class Rank: Top 5% ~ High Honors List

Burlington, MA

TECHNICAL SKILLS

• Languages: Python, Java, OCaml, JavaScript, TypeScript, HTML/CSS, C++, SQL

- Technologies: React, ChatGPT, Prompt Engineering, LangChain, Angular, Java Swing, FastAPI
- Developer Tools: Git, MySQL, MongoDB, VS Code, IntelliJ, Docker

EXPERIENCE

Abris Andover, MA

Software Engineer Intern

June 2023 - Present

Tech Stack: React, Angular, FastAPI, LangChain, Python, OpenAI API, Pinecone, Git

- Spearhead the development of an AI sales representative chatbot in **Angular** and **LangChain**, increasing engagement by 30%
- Engineered sophisticated retrieval system of **Pinecone** vector databases based on chatbot queries of product descriptions
- Prototyped UI designs in React for products such as AIChefs with functional FastAPI backends handling for communication

Boston University Campbell Lab

Data Analysis Research Intern

May 2023 - Present

Tech Stack: R, Python, Shiny, Git

- Actively working as a paid research intern for Campbell Lab focusing on the application of novel and cutting edge computational methods to large genomic datasets of 500k+ columns, working to improve the singlecellTK R package
- Collaborating closely with bioinformatic graduate students, bolstering their research efforts through software in **R** and **Python**

Cornell Mars Rover Cornell University

Software Team Member

Oct 2022 - Present

Tech Stack: C++, Python, OpenCV, Docker, Git

- Selected to join the software team responsible for **controls software** on a **semi-autonomous rover** for the annual University Rover Competition, collaborating with 50+ peers across engineering disciplines and subteams for synchronized development
- Implements and improves rover functionality through C++, leveraging Python scripts to develop comprehensive unit tests

PROJECTS

FitnessAI ~ <u>fitness-ai.netlify.app/</u>

React, Python, LangChain, FastAPI | June 2023 - Present

- Developed a fully interactive fitness AI, incorporating a **chatbot** using LangChain that dynamically answers user queries
- Engineered a user-friendly interface for custom workout plan generation, leveraging ChatGPT 3.5 through OpenAI's API
- Utilized React to deploy frontend through Netlify, communicating to a backend built with FastAPI deployed on Deta Space

SingleCellTK Package ~ *github.com/akshayarav/singleCellTK*

R, Python, Shiny, Git | June 2023 - Present

- Contributed to the open source singleCellTK R package produced by the Campbell Lab for analysis of single cell RNA-seq data
- Implemented a bubble plot visualization tool that aggregates and plots large RNA-seq data using the ggplot2 R package
- Expanded upon the interactive UI using Shiny, abstracting the bubble plot for simplified usability through **GUI development**

Autonomous ArUco Tag Detection

Python, OpenCV | *Mar 2023 - Apr 2023*

- Implemented computer vision software for ArUco tag detection in the autonomous portion of rover competition using **OpenCV**
- Utilized a 3x3 camera distortion matrix parameter for detection compatibility with any camera, such as for use on drones
- Precise pose estimation in the function enables autonomous navigation with 95% accuracy, dependent on camera resolution

IMC Trading Prosperity Challenge

Aim Trainer Game

Python, NumPy, Matplotlib | Mar 2023

- Placed in the top 10% of 7000+ competitors in team of 4, coding over a 10 day sprint of 5 rounds each of 48 hours in length
- Developed efficient trading algorithms in Python to optimize profit generation in a simulated volatile market
- Analyzed simulated market data given in CSV files of 100k+ lines using pandas, NumPy, and visualized using Matplotlib

Java, Swing | Jan 2023 - Mar 2023

- Created an engaging Aim Trainer Game consisting of aiming at dynamically generated dots dispersed across the screen
- Engineered an interactive GUI with Java Swing to facilitate gameplay, enhanced with speed and size options through sliders

Interests: Working Out & Fitness, Basketball, Video Games, Piano, Rap