AKSHITA AMARNATH

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EDUCATION

University of Washington, Paul G. Allen School of CSE **Expected Grad: Jun 2026**

- B.E. Computer Engineering, Interdisciplinary Honors Program (Dean's List)
- **Related Coursework**: Data Structures & Parallelism, Hardware/Software Interface, Neural Coding and Computation, Digital Design, Probability and Statistics, Discrete Math

TECHNICAL QUALIFICATIONS

- Languages: Python, Java, C, Kotlin, C#, HTML, CSS, Javascipt
- Libraries: Matplotlib, numpy, Leaflet
- Tools: Git Version Control, Linux/UNIX, Shell, LaTeX

EXPERIENCE

Software Engineer Fellow, Headstarter AI **Jul 2024 - Present**

- Incoming Software Engineer fellow at Headstarter AI

Software Engineer Intern, Cledge **Jul 2023 - Sep 2023**

- Implemented and refined a college fit feature using user feedback and statistical analysis; improved college selection accuracy by 40% and reduced decision-making time by 25%
- Directed agile development cycles to prototype and refine feature functionality, collaborating closely with a 6-person cross-functional team including designers.
- Implemented user-friendly UI/UX designs using Python, HTML, CSS, and Figma, contributing to a significant 70% increase in user satisfaction and improved retention rates.
- Conducted 40 A/B tests and user interviews to validate feature enhancements, ensuring alignment with user expectations and business objectives.

PROJECTS

Ticket to Ride Game - Shortest Route Finder **May 2024**

- Developed a shortest route finder between cities for the board game Ticket to Ride using A* algorithm for enhanced strategic gameplay experiences

Bayes Email Sorter **Feb 2024**

- Designed email classification with Naive Bayes algorithm and Laplace smoothing with 95% accuracy

Neuronal Modeling **Feb 2024**

- Modeled several neuronal models such as Hodkin-Huxley, Leaky Integrate and Fire, as well as modeling variability in a network of neurons (Python: Numpy, Matplotlib)

AutoLot - Inrix Hackathon **Dec 2023**

- Coordinated with a team of 3 members to develop AutoLot, a sophisticated long-term parking management tool for urban areas.
- Led backend development efforts, focusing on integrating APIs (INRIX and Google Distance Matrix) to enhance functionality and scalability using Python and Flask.
- Contributed to frontend development in React and crafted user-friendly interfaces with HTML/CSS and libraries like Leaflet for optimized performance and user experience.

ACTIVITIES AND LEADERSHIP

Computing Community (COM^2) - Associate Officer **2023 - Present**

- Organized and directed social, career development, and educational events for Paul G. Allen School, serving 2,500+ students and 100 faculty members
- Collaborated with a team of ~20 people and increased attendance of top 3 events by 200% and faculty engagement by 250%

Summit at Snoqualmie, Husky WInter Sports - Ski Instructor **2023 - Present**

- Instructed ski lessons to children aged 5-9 with AGIPUF method and used visual, auditory, and kinesthetic modes to move all students up 2 levels in 6 weeks, maintaining 100% satisfaction

HONORS AND AWARDS

National Merit Scholarship Winner (2023), Seal of Biliteracy (2023), 200+ Volunteer Hours (2022)