Aniket Chaudhry

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EDUCATION

Northeastern University

Bachelors of Science in Computer Science

Boston, Massachusetts

Graduating in May 2027

Relevant Coursework: Fundamentals Of Computer Science I & II / Discrete Structures / Foundations of Game Design / Database Design / Mathematics of Data Models / Foundations of Cybersecurity

SKILLS, ACTIVITIES & INTERESTS

Languages: Fluent in English; Conversational Proficiency in Hindi **Technical Skills:** C/C++, C#, HTML, CSS, React, Unity, SQL

Certifications & Training: HarvardX (CS50: Intro To Comp. Science)

Activities: President's Volunteer Service Award

Interests: Software Engineering, Sustainable Design, Lacrosse

Awards: Google Play Change The Game National Winner, Games For Change Student Challenge,

National AP Scholar With Distinction (AP Calculus BC, AP Computer Science A)

WORK & LEADERSHIP EXPERIENCE

AerospaceNU @ Northeastern University | Boston, Massachusetts

Club Member; Project Horizon Systems Team | August 2023 – Present

- Developed new project website front-end using Next.js, React, Tailwind
- Collaborating on systems software using C/C++ onboard Northeastern University's first satellite, DEV-SAT

Code Ninjas | San Ramon, California

Lead Software Development Tutor | May 2022 – Dec 2022

- Led instruction of kids aged 7-14 in video game and computer program development, delivering comprehensive education in JavaScript, Scratch, and Unity
- Instructed summer camps focused on Web Development, guiding students in groups of 7-8 through hands-on HTML/CSS/JavaScript activities

XR EDU @ Dougherty Valley High School | San Ramon, California

Club President | August 2019 – Jun 2023

- Co-Developer of "Water-Overloaded", a VR simulation made in Unity using C# and researched future water crises in underdeveloped nations
- Coached 70+ students in multiple year-long tech competitions incl. Samsung Solve For Tomorrow (2021 Honorable Mention)

Projects

InTheShoes; TEKINAGames

https://tekinagames.itch.io/ | June 2022 – June 2022

 Won several categories in the Games For Change Student Challenge 2022 for web-based game leveraging Unity, C#, and Blender to depict the effects of bullying of students with intellectual disabilities