

# Aniket Chaudhry

## EDUCATION

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**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

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**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

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**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

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**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