Akul Mehra

| 206.591.5345 | akulfifa@uw.edu | akulmehra.github.io

EDUCATION

UNIVERSITY OF WASHINGTON
BE in Electrical and Computer Engr
Jun 2022 | Seattle, WA
Paul G. Allen School of Computer Science and Engineering
Cum. GPA : 3.65

LINKS

Github:// **akulmehra**
LinkedIn:// **akulmehra**

SKILLS

PROGRAMMING
Over 5000 lines:
Java • C++ • C# • Python
CSS • HTML • MySQL • JavaScript
Frameworks:
ASP.NET MVC • AngularJS • JQuery • Django
Design:
Bootstrap

SOFT SKILLS
Leadership and Teamwork
Soccer Captain•Games Studio Founder
Communication and Organization
Dining Assistant at Pagliacci Pizza
Creativity and Problem Solving
Sporting Events App•Game Developer

COURSEWORK

UNDERGRADUATE
Computer Programming I
Computer Programming II
Data Structures and Algorithms
Database Management
Calculus I, II and III
Physics Mechanics
Engineering Exploration

EXPERIENCE

GAMEPLAY INC. | Software Engineering Intern
Jun 2020 – Sept 2020 | San Francisco, CA
•Worked in a tech startup to build a website that lets users find sports teams, players and fields near them
•Designed the database for and developed an event scheduling functionality for users using ASP.NET MVC and JQuery
•"Player availability" dynamically updated logging system
•Developed a "cookie management" repository that encrypts, stores and enables access of cookies of any object type.
•Designed the database for and developed a field booking feature for users using Stripe API for managing payments

LEVERAGE EDU | Data Analyst Intern
June 2019 - Aug 2019 | Seattle, WA
•Worked for a tech start-up that aspires to help high school students find the right college through means of their website Leverageedu.com
•Developed web-scrapers in Python to scrape information such as college lists, application deadlines, fee structures, etc.
•Developed a program that identifies and reads text in an image using python's OpenCV library for the company to uploaded documents by users

DUBSTECH | Head of Game Development
November 2019 - Present | Seattle, WA
•Representing University of Washington's most active tech club in hosting and teaching workshops for beginner game-developers using C# and Unity Game Engine

HUSKY GAMES STUDIOS | Founder
November 2019 - Present | Seattle, WA
•Founded a game development club at University of Washington that was fundamentally divided into 4 departments replicating a small scale game development studio: Artwork, Programming, Level Design and Audio.

PROJECTS

EPIROULETTE
Aug 2020 - Present | New Delhi, India
• Developed a chrome extension which lets people operate TV series, movies and live sporting events from multiple platforms such as Netflix, Prime Video, Hotstar, Sony Liv

MESSAGING API
Apr 2019 – May 2019 | Seattle, WA
•Worked on designing an Open Multi-Member Messaging API using Node.js

SUDOKU GENERATOR
Sept 2020 | New Delhi, India
Developed a Sudoku Generator program using recursive backtracking with Java

2V2 SOCCER GAME
Jan 2019 – Present | Seattle, WA
Conceptualized a positioning algorithm for a 2v2 Soccer game and using Unity game engine and C#

TOP-DOWN 2D COMBAT GAME
Mar 2018 – Aug 2018 | Seattle, WA
Idealized and built a smart AI for a 2D combat game based on Pac-Man using C# and Java