AMEESHA KULKARNI

832-641-4529 | ameeshakulkarni@utexas.edu | linkedin.com/in/ameeshakulkarni | github.com/ameesha-k

EDUCATION

The University of Texas at Austin   May 2023
BS in Computer Science, Minor in Business, Current GPA: 3.90/4.00
- Relevant Coursework: Computer Systems, Computer Organization and Architecture, Data Structures and Algorithms, Freshman Research Initiative Robot Learning, Discrete Mathematics, Multivariable Calculus.

SKILLS

- **Technical /Computer Skills**: Java, Python, C, C++, HTML/ CSS, JavaScript, Swift
- **Languages**: English, Intermediate Spanish
- **Other:** Artistic design and graphics, Figma, Adobe Creative Cloud, MS Office

EXPERIENCE

Best Path Transit, Hartford, CT | *Software Engineering Intern*   June 2020 - Present
- Developed Swift app for Best Path Transit, a local startup for school buses to provide modern transportation
- Designed front-end for the Student App using Swift and Figma, and back-end using Firebase
- Built a website for administrators using Javascript, Firebase, and HTML/CSS

Create and Learn, Palo Alto, CA | *Private Instructor*   June 2020 - Present
- Created computer science curriculum and Android projects for students grades 6-9
- Instruct students in Scratch, JavaScript, Python, and Java

PROJECTS

QuickPick
   CoFounder and Developer   July 2020 - Present
- Developed an activity and restaurant selector using Swift, Yelp API, and Google Places API
- Designed UI/UX of app using Swift and Figma

Sleep Safe   August 2019 - December 2019
- An IOT project that uses a device to track sleeping patterns and movements for epileptic patients. Alerts contacts when the user is experiencing a seizure to reduce risk of injury during sleep.
- Uses an Arduino device built in accelerometer to measure movement. Any sudden increase in motion over a sustained period of time is detected with a Flask Server.
- Designed and created a mobile app using Dart to implement back-end features and send alerts to contacts

Robot Learning Research Project   January 2020 - May 2020
- Utilized neural networks and reinforcement learning to create an effective machine learning algorithm
- Using linear regression model was able to solve a maze puzzle video game
- Built using PyTorch and Jupyter Notebook

ACTIVITIES & LEADERSHIP

Texas Convergent, Austin, TX
   Build Team Technical Lead   August 2020 - Present
- Technical Officer of a Computer Science and Business entrepreneurship organization
- Present information about designing UI/UX, back-end features and implementation and business models

   Member of Finance Technical Build Team   January 2020 - May 2020
- Designed UI/UX of an investment app, Premia, using Figma and React

   Member of Internet of Things Build Team   September 2019 - December 2019
- Developed Sleep Safe (described above) and received Best Overall Product Award in Competition

Texas Visual Arts Collective, Web Design Lead, Austin, TX   September 2020- Present
- Helped design UI/UX of TVAC website for curators and online charity art show

Women in Computer Science, Active Member**, Austin, TX   September 2019 - Present