Amithi Pathak

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SKILLS

Programming & Tools: Java · Python · SQL · JavaScript · React.js · JavaFX · C · R · HTML · CSS · MATLAB · Dafny · Git · Microsoft Office

• Operating systems: Windows • Linux • macOS

• Development environments: VS Code • IntelliJ • Android Studio • Eclipse • RStudio

• Computer Graphics & Design: Figma • Three.js • CAD • Adobe Creative Suite (After Effects, Animate, Photoshop, Illustrator) • Resolve • Canva

• Languages: English • Hindi

EDUCATION

Rutgers University New Brunswick Computer Science (B.S.)

Expected Graduation: December 2025

- Academics: GPA: 3.77, Dean's List (5 Semesters)
- **Organizations**: Secretary, Rutgers University Film Productions (RUFP) Graphic Designer, HackRU Artist/Cover Photographer, Rutgers Review Magazine
- Relevant Coursework: Software Methodology Intro to AI Algorithms Data Structures Discrete Structures Computer Architecture Database Management Numerical Analysis & Computing Linear Algebra/Optimization Analytical Physics Movie VFX Calculus II Data Science Multimedia Composition

EXPERIENCE

• Research Assistant, Laboratory for Interactive Virtual Environments

5/2024-9/2024

Use of Dafny to prove correctness of the widely used physics-based skinning algorithm based on dual quaternions. Applications in 3D character animation explored utilizing Three.js and HTML.

• Marketing Graphic/Web Designer, HackRU

09/2023 - Current

Prototyped themed websites for Fall and Spring 2024 hackathons using Figma. Created graphic designs with Sketch & Figma used for promotional material including social media, t-shirts, email banners, stickers.

• Java Mentor/Instructor, CODEie/SEWA International

12/2020 - 1/2021

Guided students aged 11-14 through the fundamentals of Object Oriented Programing using Java and JavaScript at a coding boot camp.

PROJECTS

• RU Pizzeria 12/2024

An app to streamline pizza order management using Java and Android Studio. Features include dynamic subtotal calculation, customizable 'Build Your Own' pizzas, and an intuitive GUI for selecting styles, sizes, and toppings with real-time order updates.

Mortgage-Backed Securities Management System

12/2024

Backend development for a Java app with PostgreSQL to package mortgages into securities. Implemented advanced filtering, dynamic rate calculations, and transactional updates using an NJ mortgage database.

Pathfinding Bot & Neural Network

07/2024

Designed a Python bot that navigates a complex grid using advanced search algorithms and a probability knowledge base. Developed a neural network in PyTorch to train a model on bot behavior and predict optimal moves.

Pixelation Effect with Webcam Feed

1/2025

Created a real-time pixelation effect for webcam video in Python and OpenCV, with interactive controls for cell size, color channels, and customizable circle patterns

• Hummer – Team Lead 01/2023 - 5/2023

Led a UI/UX case study for a music-oriented social media app. Conducted research to identify key features and interface preferences. Collaborated with a team of six to design and prototype the platform using Figma.