ANSHITA KHARE
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EDUCATION

Boston University Bachelor of Science, Computer Science
Graduating Winter 2024
Cumulative GPA: 4.0

SKILLS

- **Languages:** Java, Python, JavaScript, HTML, CSS
- **Familiarity With:** C++, Haskell
- **Web Frameworks:** React, jQuery, Bootstrap, Flask, Git
- **Interpersonal:** Digital Collaboration, Public Speaking, Collaboration

EXPERIENCE

Camel Club CNFT
Full Stack Developer & Software Engineer, 2022 – Present

- Engineered programs to generate 4000+ non-fungible tokens on the Cardano Blockchain and attach metadata.
- Designed and developed a use-friendly website. Currently working on a web application that implements a crypto wallet to enable NFT holders to stake the value of their assets.

SELECTED PROJECTS

Machine Learning Applications – *Python, Keras, TensorFlow*

- **Absurd 8 Ball** – Built a machine learning program that uses a Recurrent Neural Network to generate original quotes after being trained on famous quotes
- **AnchatBot** – Created a intelligent chatbot that learns how to respond to language patterns and intents with scripted responses using Natural Language Processing in Python

Web Applications – *JavaScript, HTML, CSS*

- **Spectrum Surgical –** Designed and developed a feature rich, responsive website for my client's business that includes a custom map of locations using OpenStreetMap, and scheduling and form handling using custom Google API integration
- **JumpRex** – Responsive platforming web game built from scratch with 2-D graphics where the user tries to guide the character to jump up a series of never-ending platforms to get the highest score possible
- **anshitakhare.com** – My portfolio website that houses all of my projects and more information about me. Enables users to filter projects by a variety of tags, and sort by language and category. Under transition into a React application that supports the use of my chat bot.

Software Engineering Applications

- **Sudoku Solver** *(Python)* – A program determines and guesses if a solution for a given sudoku puzzle exists. Wrote an iterative version of this program and then updated it to a recursive algorithm
- **Airport Simulator** *(Java)* – Implemented a variety of data structures to simulate wait times, queue lengths, landing, takeoffs, and crashes based on multiple user inputted variables

RELEVANT COURSEWORK

• Intro To Computer Science • Discrete Mathematics • Programing with Java
• Web Application Development • Data Structures