

Arjun Aggarwal

4700 Brooklyn Ave NE, Seattle, WA 98105 | arjuna5@uw.edu | (206)596-6790 | [linkedin.com/in/arjunagg](https://www.linkedin.com/in/arjunagg) | [arjunaggarwal99.github.io](https://github.com/arjunaggarwal99) | github.com/arjunaggarwal99

SUMMARY OF QUALIFICATIONS

- Current Informatics Junior focusing on Software Engineering and Data Science with expertise in Back-End and Front-End Development, aiming to develop exciting new software with the aim to solve problems in an innovative manner.
- **Programming Languages:** Java, C++, R, Python(pandas, NumPy), SQL, NoSQL, HTML, CSS, JavaScript, ReactJS
- **Technical Tools:** Git, Android Studio, AWS, AWS Honeycode, Firebase/Firestore

EDUCATION AND COURSEWORK

University of Washington, Seattle *GPA: 3.57*

Sep 2018 - June 2022

Bachelor of Science in Informatics; Concentration in Software Engineering and Data Science

Seattle, WA

- *Coursework:* Java Programming I & II, Database Systems and Internals (SQL), Data Structures and Algorithms (Java), Client-Side Development (JavaScript, HTML, CSS, ReactJS), Core Methods in Data Science(Python, R)
- *Awards:* Dean's List- Winter Quarter 2020, Spring Quarter 2020, Fall Quarter 2020

PROJECTS

Pro Soccer Stats Web App: Client-side Development *Software Developer*

Jan 2021 – March 2021

- Developed a web app which enables a user to search any professional soccer player and view information and statistics about that player, compare up to 4 players and make a list of favourite players(requires sign-in).
- Utilized the ReactJS framework(including HTML, CSS, JavaScript) and gathered data from an API and data sets from Kaggle. Incorporated concepts and tools ES6, Bootstrap, React-router and responsive CSS.
- Used Google Firebase for hosting application, data storage and user-authentication.
- Project Link: pro-soccer-stats.firebaseio.com, GitHub Repository: github.com/arjunaggarwal99/proSoccerStats

Dijkstra's Algorithm Implementation- Mazes *Software Developer*

Sep 2020 – Dec 2020

- Implemented non-trivial algorithms(using Java) including Dijkstra's and Kruskal's Algorithm involving multiple ADTs and data structures to generate a solvable maze.
- A random maze is generated by removing as few walls as possible and allowing the client to find the shortest path between initial and final positions.
- GitHub Repository: github.com/arjunaggarwal99/Mazes

WORK EXPERIENCE

University of Washington iSchool

Jan 2021 - Present

Undergraduate Teaching Assistant: *INFO 201 (Technical Foundations)*

Seattle, WA

- Teaching 26 undergraduate students R, ggplot2, Shiny, HTML, CSS to work on a project with interactive Data Visualisation and to improve Web Development skills.
- Educating concepts of Software Development like APIs, Git, Data Libraries to clean, wrangle & analyse visual datasets.

University of Washington iSchool

Aug 2020 - Present

Undergraduate Research Assistant: *InfoSeeking Lab*

Seattle, WA

- Working on "InfoFostering Project" to build a flexible expert recommender system by performing quantitative and qualitative research in Human Information Behavior, Information Retrieval and HCI using SQL, Python, TensorFlow
- Analysing and cleaning data from three data sets with over 300,00 questions and answers by experts and users.

Dana Incorporated- Software Development Intern.

New Delhi, India **Jul 2019- Sep 2019**

- Worked on a project to program a micro-controller using C, PHP, SQL, used to operate Industrial Manufacturing machines used by over 100 people in the company.
- Helped to write the code, find bugs and improve its efficiency by 1.5 times.
- Developed an interface to digitally control the machines which reduced costs by almost 15%.

LEADERSHIP AND ACTIVITIES

Unite UW Students Association- UUSA (*Cultural RSO*)- **Director of Events**

May 2019 - Present