

ARNAV THAREJA

athareja@uw.edu ◇ arnavthareja.github.io
linkedin.com/in/arnavthareja ◇ github.com/arnavthareja

EXPERIENCE

Mathnasium <i>Instructor</i>	May 2019 – June 2020 <i>Renton, WA</i>
Taught students grades K-12 topics in math ranging from basic addition and subtraction to calculus Helped develop an intuitive understanding of math concepts in students	
FIRST Tech Challenge Team 8693: The Scarabs <i>Project Manager</i>	August 2016 – June 2020 <i>Renton, WA</i>
Led over 20 team members to successful completion of a FIRST Tech Challenge (FTC) competition robot Guided and supported technical creation of robots and accompanying software Increased team efficiency and reduced wasted time in the development process	
Museum of Flight <i>Junior Docent</i>	September 2016 – September 2018 <i>Seattle, WA</i>
Gave presentations about aviation history to Museum of Flight visitors Made interactive exhibits designed to teach young kids about topics in aviation	

EDUCATION

University of Washington <i>Bachelor of Science, Computer Science</i>	September 2020 – June 2024 <i>Seattle, WA</i>
Computer Science in the Paul G. Allen School of Computer Science & Engineering Selected Coursework: Computer Programming I, Calculus I and II Projected Coursework: Computer Programming II, Foundations of Computing I and II, Data Structures and Algorithms, Calculus III, Linear Algebra	
Hazen Senior High School <i>High School Diploma</i>	August 2016 – June 2020 <i>Renton, WA</i>
Cumulative GPA: 4.0 Rank: 1/383 SAT: 1570 SAT Math II: 800 SAT Physics: 800 AMC 12: 85.5 Activities: Robotics Club (Project Manager), Table Tennis Club (Co-Founder, Vice President), Film Club (Executive Producer, General Secretary) Awards: National Merit Finalist, National AP Scholar, FTC Dean's List Semifinalist	

PROJECTS

Popular Music Analysis	February 2020 – August 2020
Analyzed features in popular music using Python and searched for patterns in the features Used the Spotify API to get data about popular music and music features from Spotify Implemented a Machine Learning model using Scikit-Learn to predict a song's popularity given its features	
Yearbook 2020	June 2020 – July 2020
Developed a web app for students and graduates to sign yearbooks virtually Created using HTML, CSS, and JavaScript and utilized Google Firebase for hosting and backend	
Personal Website	July 2020 – August 2020
Created a responsive, user-focused website design using HTML, SCSS, and JavaScript	

SKILLS

Software Languages	Python, Java, HTML, CSS, SCSS, JavaScript
Tools	Jupyter Notebook, Eclipse, Git, GitHub
Languages	English, German