

Arnold J. Elamthuruthil
(919) 520-7801 | ajelamth@ncsu.edu

OBJECTIVE

To obtain a professional position relating to Computer Science engaging my technical experience and problem solving skills.

EDUCATION:

North Carolina State University, Raleigh, NC

B.S. in Computer Science w/ Concentration in Artificial Intelligence, May 2026

GPA: 3.99

Relevant Coursework:

Artificial Intelligence I | Data Structures & Algorithms | Automata, Grammars, and Computability | C and Software Tools | Linear Algebra | Java Software Development Fundamentals | Discrete Mathematics for Computer Scientists

SKILLS

Languages: Java, Python, C, HTML, CSS, Javascript

Technologies/Environment: Visual Studio, Eclipse, Git, JUnit Testing, Continuous Integration(Jenkins)

EXPERIENCE

After School/Camp Counselor, Taylor YMCA, Cary, NC

November 2021 – August 2022, May 2023 – August 2023, 40hrs./wk.

- Oversaw 400+ campers/students 4-5 days a week and ensured their safety, personal growth, skill acquisition, and overall well-being.
- Facilitated the flow of 400+ children during rides-in/rides-out.
- Developed Skills: Problem Solving, Creativity, Teamwork, and Resourcefulness .

Assistant Instructor/Camp Counselor, Balance Martial Arts, Morrisville, NC

2018-2022, 10-30hrs/week

- Held a leadership role where I worked with children of all ages and assisted in teaching martial arts techniques and physical exercises.
- Developed Skills: Problem Solving, Leadership, Communication, and Decision making.

PROJECTS

SocialMediaManager (Spring 2024) - Data Structures and Algorithms Final Project

- Implemented an interface to manage lists of social media users and their connections on multiple platforms.
- Iterated through input sizes of up to 2^{22} in under 64000 ms, or $O(\log n)$ runtime.

DataStructures (Fall 2023 - Spring 2024) - Data Structures and Algorithms

- Implementation of 20+ data structures with given skeletons that were utilized in the SocialMediaManager Project

Freshman Engineering Design Day (2023) – created an Educational Children’s Game to teach Math at a 3rd grade level utilizing Scratch

HONORS AND ACTIVITIES

Dean’s List (Fall ‘22-Spring’24), Embedded Machine Learning Club, 1st Degree Black Belt (2022)