

ARUSHI TYAGI

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EDUCATION AND CERTIFICATIONS

University of California Santa Cruz • Computer Science B.S.

Graduation Year: 2025 (3 years)

GPA: 3.7

Coursework

- Programming Abstractions: Python
- Data Structures and Algorithms
- Analysis of Algorithms
- Computer Systems and C Programming
- Applied Machine Learning: Deep Learning
- Cloud Computing with AWS
- Information Systems and SQL Databases
- Principles of Computer Systems Design
- Test Automation With Selenium Web Driver and Java
- Automated Accessibility Testing with React Applications
- Computer Systems and Assembly Language

Achievements

- United States of America Computing Olympiad (USACO): bronze award
- Technovation 2021 global semi-finalist
- She-creates hackathon 2nd place winner
- 3 year tutoring experience around math and computer science

SKILLS

- C/C++, Java, Python, Javascript, HTML, CSS, Swift
- Firebase Firestore
- Selenium Web Driver, Cypress, Playwright (test automation)
- UNIX/LINUX
- ML Frameworks (PyTorch, Scikit-Learn)
- Data Preprocessing
- Data Manipulation and Analysis (Matplotlib, NumPy, Pandas)
- Cloud Computing (AWS, Google Cloud)
- Agile/SCRUM
- Data Analysis
- Figma

EXPERIENCE

UC Santa Cruz • Web Developer - Frontend

(12/2023) - (6/2024)

Worked for the University of California Santa Cruz to create a Girls Who Code website from scratch. Implemented front-end components using React, leveraging hooks (useState, useEffect) for state management and lifecycle methods. Integrated RESTful APIs for dynamic content rendering and utilized asynchronous programming with Promises and async/await. Conducted testing using Jest and React Testing Library to ensure component functionality and alignment with user requirements.

EQUI • App Developer

(08/2021) - (06/2022)

Developed Equi, an iOS application using Swift. Utilized UIKit and SwiftUI for designing the user interface and managing application layout. Implemented functionality for panic attack support, including custom UIViewControllers for breathing exercises and integration of a collaborative forum using URLSession for network requests. Enabled guest access to critical features through session management to provide immediate access without authentication. Focused on optimizing performance and ensuring application stability through effective use of memory management and concurrency.

SpeechEasy • App Developer

(08/2020) - (06/2021)

Developed Speech-easy, an iOS application using Swift, designed to address selective mutism and facilitate speech practice in various environments. Implemented GPS functionality with the Core Location framework, utilizing CLLocationManager for real-time location tracking and CLCircularRegion for geofencing. Enabled location-based notifications to alert users when entering or exiting predefined zones. Designed a responsive and intuitive user interface using UIKit and SwiftUI, focusing on optimizing performance and ensuring reliability through efficient resource management and asynchronous programming.