

Aryan Dharangaonkar

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EDUCATION

• Texas A&M University

Bachelor's in Computer Science

Expected Graduation: May 2026

College Station, TX, United States

- **Relevant Coursework:** Engineering Lab (Computation) && (Mechanics - Electricity & Magnetism), Program Design and Concepts, Discrete Structures for Computing
- **Involvement:** TAMU Blockchain Club (Dev Team), Aggie AI Society, and Aggie Data Science Club

TECHNICAL SKILLS

- **Programming Languages:** Java, C++, Python, HTML/CSS, SQL, JavaScript
- **Web Technologies:** Node.js, Express.js, Mongoose, Git
- **Databases:** MySQL, MongoDB

ACADEMIC INDEPENDENT PROJECTS

• HowdyHelp (Mental Health Peer Support Forum)

Tools: HTML, CSS, JavaScript, Node.js, Express, MongoDB

September 2024 - Present

College Station, TX

- Architected a full-stack web application that functions as an anonymized peer support forum focusing on mental health topics. Integrated **MongoDB** for data storage and implemented dynamic post and comment features using **JavaScript**.
- Successfully created a secure platform with responsive user interfaces, handling hundreds of posts and comments with real-time updates. Optimized data retrieval times from **MongoDB**, resulting in an improvement in server response time.
- This project has the potential to foster a safe, supportive community for mental health discussions. Demonstrated technical proficiency in backend development and database management, relevant to building high-traffic platforms.

• Personal Portfolio Website

Tools: HTML, CSS

August 2024 - Present

Dallas, TX

- Deployed a personal portfolio website to highlight academic achievements, technical skills, and projects. Applied **CSS** techniques to create an interactive, user-friendly interface with features like project galleries and contact forms.
- Serves as a professional representation of my work and skills, improving my online presence. The project also demonstrated expertise in front-end development, focusing on responsive design and performance optimization.

• Pente Game

Tools: Python

November 2023

College Station, TX

- Developed a command-line version of Pente in **Python**, a strategy board game, implementing all core gameplay mechanics such as turn-based moves, win condition detection, and real-time board updates.
- Successfully programmed a fully functional game that processes player inputs and dynamically updates the game state. Reduced decision-processing time through efficient handling of turn-based logic.
- Provided practical experience with algorithms, data structures, and real-time gameplay logic in **Python**, enhancing my problem-solving and software development skills in the context of game programming.

EXPERIENCE

• DFWMM Social Outreach Committee

Marketing Lead

Oct 2022 - Aug 2024

Dallas, TX

- Led marketing efforts using digital tools and platforms to plan, publicize, and promote community and social events, driving outreach through data-driven strategies.
- Utilized social media analytics and digital communication tools to enhance community engagement and optimize event marketing effectiveness.
- Contributed to technological solutions to streamline coordination for events like park clean-ups, food drives, and clothing drives.

• Perot Museum Teen Crew

Technology Intern

June 2022 - Aug 2022

Dallas, TX

- Collaborated with the museum's digital team to help code a specific visitor engagement function for the Perot Museum's website, designed to improve the online experience for accessing STEM-based exhibits and educational resources.
- Leveraged technical knowledge to assist in the creation of digital guides and interactive tools for visitors, facilitating smoother interaction with exhibits both in-person and online.
- Developed communication and collaboration skills by guiding participants through scientific experiments, fostering critical thinking in STEM fields.