Aryan Saxena

Ames, Iowa | 515-203-0983 | aryansaxena1210@gmail.com | www.linkedin.com/in/aryan-saxena1210 |

EDUCATION

Iowa State University of Science And Technology   **Ames, Iowa**

Bsc. Computer Science - GPA 4.0   *Graduation Date: Jan 2027*

Coursework: *Computing in Python, Object-Oriented Programming, Functional Programming, AI in Pytorch*

WORK EXPERIENCE

www.aryan-saxena.com   **Ames, Iowa**

Full Stack Developer   *May 2024 - Aug 2024*

- Developed a professional portfolio website using **Next.js**, improving online visibility and personal branding by **50%**
- Integrated **Tailwind CSS** for responsive design, enhancing the user experience, increasing visitor retention by **40%.**
- Implemented **context management** using TypeScript, resulting in a **30%** reduction in bug occurrences..

Masawi   **Chandigarh, India**

Backend Developer   *Jan 2021 - Jan 2022*

- Co-Founded an organization that raised awareness about social discrimination through a course curriculum
- Educated **1000+** students across multiple schools
- Engineered the frontend of a responsive website using **ReactJS**, improving user experience by **10%**
- Architected a **RESTful API** using **Node.js** and **Express** to improve application scalability.

PROJECT EXPERIENCE

Abstract-Mario Game   **Ames, Iowa**

www.github.com/aryansaxena1210/abstract-mario   *Jan 2024 - Apr 2024*

- Developed an interactive game in **Java** which micks the workings of the game **Mario** by **70%**
- Utilized **object-oriented principles** to create modular and reusable code, improving code maintainability by **40%.**
- Implemented efficient **algorithms** for **collision detection** and **player movement**, reducing processing time by **30%.**

Snakes x Packman   **Ames, Iowa**

www.github.com/aryansaxena1210/snakes-x-packman   *Jan 2024 - Apr 2024*

- Developed an interactive game in **Java**, which is a cross between **Snakes** and **Packman**
- Implemented **11+ classes** like Platform Element, Moving Element, Flying Element, Follower element, etc.
- Designed Complex algorithms for **collision detection**, player movement, **game dynamics** and scoring.
- Conducted thorough **unit testing** and **debugging** to ensure reliability of game mechanics by **40%**

ChatGPT Clone - Decoder-Only Transformer   **Ames, Iowa**

www.github.com/aryansaxena1210/transformer   *May 2024 - Jul 2024*

- Engineered an AI-powered Decoder-Only Transformer using **PyTorch** and **Lightning**, leveraging **LLM** techniques.
- Harnessed a 5-token vocabulary for embedding, optimizing the LLM's efficiency in small-scale artificial intelligence.
- Formulated **Positional Encoding** and **Self-Attention** from scratch, enhancing AI model precision by 20%.

TECHNICAL SKILLS

Languages: Python, Java, C, HTML/CSS, Javascript, Typescript, Kotlin

Libraries/Frameworks: ReactJs, NextJs, NodeJs, ShadCN, Framer-Motion, Jetpack-Compose, Retrofit MongoDb, Django, Flask, Tensorflow, Numpy, Pandas, Matplotlib