Ashika Verma

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EDUCATION

Massachusetts Institute of Technology *Sep. 2018 - May 2022*
M.Eng./B.S. in Computer Science
GPA: 4.9/5.0

SELECT COURSEWORK

Current
Machine Learning for Systems
Computer Networks

Past
Data-Driven Decision Making
Computer and Network Security
Design and Analysis of Algorithms
Computer Systems Engineering
Machine Learning

PERSONAL PROJECTS

XKCD Chrome Extension

- Developed Google Chrome plugin which shows a random XKCD comic on new tab page

SafetyThird InfoLounge

- Redesigned the information dashboard for living group using TypeScript and Firebase

Ethereum To-Do List

- Created a simple to-do list powered by Ethereum smart contracts using Solidity

SKILLS

JavaScript, Python, Java, Go
Tools: Git, Docker, Kubernetes, GCP, Terraform, Node.js, React, MongoDB, Jenkins, Jira, Figma, Unity, SQL

EXPERIENCE

Software Engineering Intern - Kensho *Jun. 2021 - Aug. 2021*

- Implemented and designed new features on several public facing websites using Node.js, Gatbsy, React, TypeScript and Emotion
- Partnered with a data science team to design a custom finance NLP model application with Figma, and implemented the design using the React framework

Software Engineering Intern - WP Engine *Jun. 2020 - Aug. 2020*

- Developed a Node application builder, API server and CLI tool using Go, Docker, Kubernetes, GCP and Jenkins to provide Headless WordPress users interactivity with a simple front-end hosting platform
- Rearchitected infrastructure using Terraform to enable separate services to communicate with each other and GCP
- Participated in Scrum ceremonies and code reviews with engineers and published code to staging and production environments

Student Researcher - MIT Quest for Intelligence *Feb. 2020 - May 2021*

- Analyzed the robustness of face recognition systems' abilities to identify faces given various levels of hue shift and directly compared the systems' abilities to those of humans
- Presented a poster for ICLRWorkshop2021, presented a talk at a SuperUROP showcase, and wrote a research article to summarize my work

Software Engineering Intern - Schlumberger *Jun. 2019 - Aug. 2019*

- Used custom reactive programming language to develop infrastructure for processing and visualizing ultrasonic data
- Developed application for machine learning pipeline in custom browser based operating system
- Created user interfaces for selecting waveforms for further cloud computing and data analysis using the React framework

Research Intern - Knowledge Based Systems Inc. *Jul. 2017 - Aug. 2018*

- Developed a virtual reality application that simulates satellites around Earth using Unity game engine, HTC Vive, and Oculus Rift

CLASS PROJECTS

Security of CAT-SOOP *Mar. 2021 - May. 2021*

- Used Python and BurpSuite to exploit security failures in the grading website for one of MIT's largest classes
- Uncovered sensitive student data, gained instructor permissions, and uncovered methods to shut down the website server

Routify *Jan. 2019 - Feb. 2019*

- Created mobile and desktop productivity app which records tasks, habits and goals using Node.js, Express, MongoDB, JavaScript, HTML, CSS, and Semantic UI
- Placed 4th in MIT's highly competitive web.lab competition