Aditya Parmar

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EDUCATION

NORTHEASTERN UNIVERSITY
BS in Computer Science and Math
Expected May 2019 | Boston, MA
GPA: 3.46/4.00

ADVANCED MATH AND SCIENCE ACADEMY
May 2015 | Marlborough, MA
Honor Roll Student
GPA: 3.47/4.00

COURSEWORK

Algorithms
Object Oriented Design
Logic and Computation
Systems
Database Design
Fundamentals of Computer Science
Discrete Structures

SKILLS

PROGRAMMING
Java • C • Python • MIPS Assembly • Oracle • SQL • LaTeX• HTML

SOFTWARE
Eclipse • Intellij • Vim • Bash • Linux • Android Studio • XCode • Internet-of-Things • Mathematica

ACTIVITIES

ALL-STAR PC BUILDS
2013-2015 | Marlborough, MA
Founded company for building custom computers.
Built over 10 computers for clients.
Beat prices of store bought computers through careful part selection.

COMPETITIVE PROGRAMMING
Check out my hackerrank profile!:
https://www.hackerrank.com/zopzoob
Achieved 92% percentile among all programmers.

INTERESTS

Guitar • Hiking • Video games • Weightlifting • Travelling

EXPERIENCE

CARNEGIE MELLON UNIVERSITY | Summer Pre-college Program
June 2014 – August 2014 | Pittsburgh, PA

- Developed projects such as a Java virtual machine, an image processing program, various searching/sorting programs, and a simple puzzle game.
- Attended Freshman level courses for computer science majors.
- Scored Proficiently in classes concerning Java, C, and discrete mathematics.

HIGH SCHOOL PROGRAMMING TEAM | Member of Team 1
September 2013 – June 2015 | Marlborough, MA

- Worked in teams of 4 to solve various coding challenges in Java and C
- Attended over 7 tournaments at Fitchburg State University, Scranton University, Worcester Polytechnic Institute, and online competitions such as USACO and ACSL.
- Earned First Place in 4 tournaments, second place in 1, and earned distinction at ACSL bronze level.

PROJECTS

STOCK MARKET SIMULATOR | LexHack (Hackathon)
2014 | Lexington, MA | Java

- Developed mock "stock market" simulation game in Java.
- Used quadratic models with imaginary alpha and beta to simulate stock movement.

BANK DATABASE APP | Along with 1 other programmer
2016 | Boston, MA | Java,SQL

- Implemented a complete application mocking a database for a bank.
- Used Java to build an interactive UI and used connectivity API to connect to an external database.
- Developed normalized structures and procedures to represent client/banker interactions using a MySQL database

LIGHT UP FLOWER TOY | Intel IoT Roadshow Hackathon
2015 | New York, NY | C++

- Used Intel Galileo and Edison technology to create interactive toy.
- Produced integrated phone app to work with toy.
- Utilised motion and light sensors of Edison to make the toy respond to interactions.

MUSIC EDITOR | Object Oriented Design - Class Project
2016 | Boston, MA | Java

- Used Model-View-Controller architecture to develop a tool that can play midi songs.
- Allowed users to input their own notes into songs in real time.

MAZE SOLVER | Fundamentals of CS - Class Project
2016 | Boston, MA | Java

- Designed a graphical, randomly generated adjustable sized maze with JPanel utilities.
- Visually displayed BFS and DFS solution methods for mazes.