Arin Chandra

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Education

University of Wisconsin - Madison
Bachelor of Science in Computer Science and Information Science
Sep. 2023 - May 2027
Relevant coursework: Machine Organization and Programming, Advanced Programming in Java, Probability and Statistics, Linear Algebra, Calculus II, Cryptography, Operating Systems, Algorithms, Big Data, HCI

Skyline High School
Sammamish, WA
June 2023
International Baccalaureate diploma graduate
National Honor Society Member (volunteer work)
GPA: 3.8/4
Relevant coursework: IB Computer Science HL, IB Mathematics SL

Experience/Projects

Project 1: Guitar Emulator (2022)
• Developed a Java-based program that took keyboard inputs and outputted guitar noises with the options to increase and decrease levels of pitch and tuning.
• Created with Object Oriented Programming in mind, as well as the creation of various implementations of sound processing.

Project 2: Covid Tracker (2022)
• Worked on an Android Studio application that parsed data input from a user and scraped information off a COVID-19 information tracking website for easy consumption.
• Solo project complete with full documentation of the entire process, including design graphs and prototype screenshots.

AppsEConnect: ISO Migration Internship (December 2024-February 2025)
- Worked to migrate the company's ISO framework from the 2013 model to the 2022 one.
- Helped organizations establish and implement their ISMS, specifically contributed to creating some conceptual frameworks regarding the migration.

Volunteer Work

March 2022-2023: VOICE Mentorship Program (Grades 11-12)
• 1 hour per week, 12 weeks in the year
• Supported young ISD students with their mental health and well-being. Students in the mentorship were in elementary school. Activities consisted of small discussions and entertaining board games.

October 2021-2023: Founder/Treasurer of the SHS Artistry Club (Grades 11-12)
• 1 hour per week, 20 weeks in the year
• Organized finances and resources for weekly meetings. Developed and managed club activities. Collaborated with multiple other clubs throughout this time.

Activities

2019-present: Game Development
• 2 hours per week, various spans of time
• Participated in the programming and illustrative aspects of game development in game jams, meant to highlight what groups or individual developers can work on in the span of a day or a few weeks. Participated in numerous Game Jam events hosted on itch.io during the timespan.
• https://termin20.itch.io/grim-beginning

2019-ongoing: Music Development
• Independent music development of instrumental tracks. Posted on a YouTube channel after completion.
• YouTube channel with music development workings:
https://www.youtube.com/channel/UCiOnGxQbp2oZ-BX4OCxX56g

Other Skills

Spoken Language Skills: English and Spanish
Programming Language Skills: Java, HTML/CSS, R, C, Go
Frameworks: JavaFX, Flutter, SpringBoot
Software/OS: Git, Linux, Unix, Android Studio, Adobe Suite
Hobbies: Communication, weightlifting, music and game design, puzzle solving, programming