Ayush Garg

A 306, Sunny View Complex, Sunny Enclave, Sector 125, Kharar, India
(804) 236-6217 ● ayush.garg@richmond.edu ● Gargayush.com ● github.com/ayush4921

EDUCATION

University of Richmond, Richmond, VA   May 2026
Bachelor of Science in Computer Science; Minor in Mathematics and Business Administration.
Cumulative GPA: 3.97/4.00
- **Honors:** Richmond Scholar award (Meritorious full ride offered to 25 incoming students), Dean's A-list (All semesters)
- **Relevant courses:** Algorithms, Business Statistics, Advanced Linear Algebra, Computer Organization

EXPERIENCE

HohoKus Inc., Richmond, Virginia   Dec 2023 – Present
Software Engineering Intern
- Develop an ERP application in Flask + Postgres and redesign the company databases saving over 24 hours every week.
- Engineer scripts to automate key aspects of the manufacturing workflow, yielding a 20% reduction in manual labor.
- Research a shape recognition model for aerospace parts, enhancing identification accuracy and manufacturing efficiency.

Grounded Natural Language Processing Lab, University of Richmond, Virginia   January 2023 – Present
Research Assistant
- Research grounded NLP to translate human instructions into computer-executable commands to simulate video games
- Develop a deep understanding of machine learning and its domains under the guidance of Dr. Catherine Finegan-Dollak
- Prepare a literature review paper and propose a neural network architecture with a greater accuracy than current models

Technology Learning Center, University of Richmond, Virginia   May 2022 – February 2023
Instructional Technology Assistant
- Provided assistance to students and faculty in software, and other computer-related queries, averaging 10+ hours per week
- Organized technology workshops and training sessions for students and faculty, enhancing campus-wide digital literacy.
- Managed internal communication using a ticketing system as well as designed marketing material for social media platforms

Lion Befrienders, Singapore, Singapore   September 2021 – March 2022
Technology Intern
- Developed a client-side chatbot in JavaScript that can be easily injected into a webpage, reducing support costs by 300%
- Led the development of a gamified scam simulator with video courses, sensitizing 200+ elderly in Singapore.
- Collaborated with the team to pitch a presentation to President of Singapore, Halimah Yacob, at the DigitalForLife festival.

Docanalysis, Remote   May 2021 – April 2022
Lead Developer
- Implemented semantic analysis of documents with Dr. Daniel Mietchen through spaCY in a user-friendly Python package
- Increased processing speed by more than 400% compared to a human, saving 10 hours for every 50 analyzed papers
- Extracted ethic statements from research papers and got research idea published in Research Ideas and Outcomes

Pygetpapers, Remote   February 2021 – December 2022
Lead Developer
- Designed CLI under Dr. Peter Murray Rust to retrieve scientific papers from repositories, used by 45000+ researchers
- Increased efficiency by 10 folds compared to manual downloads and got published in the Journal of Open-Source Software
- Designed automated workflows and testing to ensure reliability and extended support to include any open-source library

LEADERSHIP & ACTIVITIES

Deep Point Lab, Richmond, Virginia   April 2023 – Present
Co-Developer
- Conduct market and order flow analysis in $6bn+ gaming asset marketplace and found market inefficiencies exceeding 15%
- Developed an automated investment script to buy underpriced assets, making a consistent 3%+ gross profit every 14 days

Hackathon, Multiple Locations   September 2020 – Present
Mentor and Developer
- Lead development of projects such as financial app Finlearn and mentor students on API development and login systems
- Received prestigious awards at University of Virginia, University of British Columbia, and Nanyang Technical University

SKILLS & INTERESTS

Skills: Python, JavaScript, Java, GitHub, HTML5, CSS, MySQL, CLI integration, Flask, firebase, pandas, ReactJS, VueJS, Hindi
Interests: Cooking, Public Speaking, Physical Fitness, Innovation, Valorant