

# AYUSH BUDHWANI

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## EDUCATION

Georgia State University, Atlanta, GA

01/2020 – 04/2024

Bachelor of Science in Computer Science

GPA: 3.7/4.0

Expected Graduation: 24 April 2024


### Relevant Coursework

❖ Object-Oriented Programming      ❖ Data Structures      ❖ Discrete Mathematics      ❖ Assembly Language

## PROJECTS


 [github.com/ayushbudh](https://github.com/ayushbudh)

### Tic Tac Toe

 [github.com/ayushbudh/Tic-Tac-Toe](https://github.com/ayushbudh/Tic-Tac-Toe)


- Developed a multiplayer Tic Tac Toe Android Game in Android Studio.
- Learned to build a user interactive application in Android.

### VBooker Website

 [devpost.com/software/vbooker](https://devpost.com/software/vbooker)

- Contributed to the backend development of the VBooker website by connecting google firebase to the frontend part which was developed using React.js.
- Assisted team members by doing research in new topics such as Integrating the backend with the frontend part.

### E-Learn

 [github.com/ayushbudh/Learn-Up](https://github.com/ayushbudh/Learn-Up)


- Developed a course management website using HTML, CSS, and JavaScript with an improved UI for better learning experience.
- Implemented Google Firebase for data storage and management.
- Implemented Google Calendar to add any events related to college.

### Customer Application

 [github.com/ayushbudh/Customer-Query-Application](https://github.com/ayushbudh/Customer-Query-Application)

- Developed an application using AWT in Java that enables a user to fill a query form and submit it.
- User's account credentials are authenticated by the application and after submitting a query, an autoreply e-mail is sent by that organization/company to the user regarding its query.

### Pong Game

 [github.com/ayushbudh/Pong-Game](https://github.com/ayushbudh/Pong-Game)

- Developed a multiplayer Pong game in python using turtle library.

## STUDENT ORGANIZATIONS

### GSU Programming Club

10/20 - Present

- Mentored by current Facebook engineers to develop a strong understanding of Data Structures and Algorithms while sharpening problem solving and analytical skills.
- Collaborating with peers in a competitive environment to improve computer science fundamental and interviewing skills.

## TECHNICAL SKILLS

**Programming Languages:** Java, HTML, CSS, JavaScript, Kotlin, XML, x86 Assembly Language, SQL.

**Platforms:** XCode, IntelliJ IDEA, CLION, Code::Blocks, Eclipse, Unity , Git, Spyder, Android Studio, Microsoft VS.