

# Aditya Vikram Singh

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## EDUCATION

**University of Massachusetts Amherst** Expected Graduation: Dec 2022  
**Bachelor of Science in Computer Science and Mathematics** GPA: 3.97/4.00  
**Distinctions:** Dean's List (all semesters), Chancellor's Award Scholarship (\$14,000 annually)  
**Coursework:** Data Structures, Algorithms, Programming Methodologies, Computer Systems, Software Engineering, Database Systems, Search Engines, Information Retrieval, Machine Learning, Data Science Algorithms

## SKILLS

**Languages:** Python, JavaScript, TypeScript, Java    **Frameworks:** React, Angular, Node.js, Flask, Ruby on Rails  
**Cloud:** AWS Lambda, SES, Azure Storage, AWS S3    **Technologies:** Git, Docker, PostgreSQL, MongoDB, Firebase

## WORK EXPERIENCE

**iLink Digital Inc.**                      **Software Engineer Intern**                      Paramus, NJ                      May 2022 - Aug 2022

- Enhanced and refactored an organization effectiveness management dashboard built on Angular and Ionic, in a team of 4 frontend developers, by constructing generating methods for 2 large-scale UI components consuming served JSON
- Reduced server-client latency by minimizing the key-value terms by ~30% while maintaining lossless JSON structure
- Consulted on hybrid cloud portal for managing client Edge-computing resources, and AWS and Azure cloud resources

**InnovationM Technologies**                      **Software Development Intern**                      Noida, India                      Jun 2021 - Aug 2021

- Developed a grievance redress platform for internal use by 200+ employees from scratch, engineering the back-end using Node.js + Express server and modelling database layer with MongoDB through the mongoose wrapper for JavaScript
- Designed the front-end using React with Redux for state management and performed API integration of 10+ endpoints, followed by containerizing the application through Docker for easier deployment in an expansive micro-service architecture

## LEADERSHIP EXPERIENCE

**CICSoft** ([github.com/umass-cicsoft](https://github.com/umass-cicsoft))                      **Co-President**                      Aug 2022 - Present

- Lead 8 core members in optimizing logistics, outreach, teaching and development, coordinating with other co-president
- Supervised the development team in designing the organization's landing page, using HTML, CSS and JavaScript, and building CICapi – a unified back-end for handling member logistics using Flask, Firebase and Heroku, with 170+ users

**HackUMass** ([github.com/fuseumass](https://github.com/fuseumass))                      **Co-Director**                      Mar 2022 - Present

- Direct the organizers in preparation of HackUMass X, focusing on the technology and hardware components of the event
- Overhauled HackUMass's landing website with novel functionalities and UI bug fixes, and implemented 3 new enhancements and resolved 5+ bugs in Dashboard, the event's logistics management solution on Ruby on Rails

**Manning CICS**                      **Undergraduate Course Assistant**                      Aug 2021 - Present

- Coordinate with the instructor to aid students taking COMPSCI 240 understand the principles of Probability Theory
- Graded homework assignments for 300+ students, provided constructive feedback to help students employ better strategies, and responded to students' questions on Piazza to clarify core concepts and resolve doubts about the course materials

## PROJECTS

**Project URefer** ([github.com/suikac/compsci-320-team-5](https://github.com/suikac/compsci-320-team-5))                      Sep 2021 - Dec 2021

- Programmed server-side logic of a job referral portal using NestJS, operating in a Agile workflow with 10 team members
- Introduced React-based UI development to 4 new front-end developers, explained paradigms for API integration from Express server, and presented weekly demonstrations of product features to client

**Elementary Chatbot** ([github.com/AVS1508/elementary\\_chatbot](https://github.com/AVS1508/elementary_chatbot))                      Jun 2021 - Aug 2021

- Built a Rasa chatbot in Python for Messenger using SpaCy NLP components as a 12-week project with Sopra Steria
- Tuned the chatbot to focus on 50+ COVID-19 specific queries and specified responses using Rasa's inbuilt interface

**Perpetual Crusades** ([github.com/AVS1508/perpetual-crusades](https://github.com/AVS1508/perpetual-crusades))                      Sep 2020 - Sep 2020

- Designed a medieval-themed dice board game with 15+ role-playing elements analogous to Dungeons & Dragons
- Developed character selection menu, implemented randomized dice throw, and modeled board with real-time notifications

## INTERESTS

Reading Non-Fiction, Writing Opinion Articles, Listening to Music, Playing Table Tennis, Working Out