

## SWYAM DUBEY

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### EDUCATION

University of Texas at Austin	BS Computer Science Minor: Business	May 2028
Relevant Coursework:	Object Oriented Programming, Algorithms, Data Structures, Discrete Mathematics Financial Accounting	

### EXPERIENCE

Flock – Software Development Intern; Houston, TX	Summer 2025
<ul style="list-style-type: none"><li>Developed 15+ reusable React/TypeScript components (gradient color pickers, image uploaders, undo/redo functionality) for a no-code web builder platform.</li><li>Optimized application performance by 40% through React rendering improvements and Nx monorepo architecture. Implemented responsive design principles, resulting in a seamless user experience across platforms.</li><li>Improved mobile UI responsiveness and usability, enabling non-technical users to launch marketing campaigns faster. Reduced bundle size by 30% and improved initial page load by 2 seconds through lazy loading.</li></ul>	
Code Ninjas – Code Sensei; Katy, TX	Fall 2023 - Spring 2024
<ul style="list-style-type: none"><li>Taught game development and coding concepts to 30+ students aged 7–14, improving their understanding of logic, loops, and object-oriented programming.</li><li>Mentored beginner students through projects in JavaScript, C#, and Scratch, fostering confidence and creativity in building their own games. Tailored curricula to their pace so they could ship original, playable games</li></ul>	

### PROJECTS

American Academy of Pain Medicine Hackathon – First Place Winner; Austin, TX	Spring 2025
<ul style="list-style-type: none"><li>Designed a mobile-friendly chronic pain management prototype with daily symptom logging and medication tracking, giving patients an intuitive way to monitor their condition.</li><li>Incorporated expert medical feedback to simplify input fields and add customizable patient profiles, directly addressing clinician concerns about usability.</li><li>Collaborated with a multidisciplinary team to refine UI elements and data visualization, ensuring the prototype met both patient and healthcare provider needs.</li></ul>	
Computational Research (University of Texas at Austin)	Fall 2025
<ul style="list-style-type: none"><li>Engineered an auto-parameterized 3D pipeline (thresholding, connected components, neck detection) to isolate a target structure and compute surface area/volume from closed meshes, with voxel-based fallbacks.</li><li>Delivered a reproducible CLI (CSV/STL/plots) with stability tests and performance-minded NumPy vectorization</li></ul>	
FareHunter – HackTX Hackathon Project ( <a href="https://farehunter-nu.vercel.app/">https://farehunter-nu.vercel.app/</a> )	Fall 2025
<ul style="list-style-type: none"><li>Built a traffic-aware ride “drop-off optimizer” that finds cheaper on-the-way stops near a destination while keeping walking under a user-set radius.</li><li>Integrated Mapbox driving-traffic for real travel times, alternate route enumeration, and tail-segment sampling to ensure candidates are on the actual route</li><li>Modeled fare estimates (distance + duration + surge heuristic) and compared against baseline route to surface strictly cheaper options; deep-links users directly into Uber with prefilled pickup/drop-off.</li></ul>	

**Tax Return Filing Workflow** – Created a website for CPA firm to manage its Tax filing Workflow, 2024

### ADDITIONAL INFORMATION

Languages: Java, C#, Python, JavaScript, TypeScript, C, HTML, CSS

Frameworks: React, Next.js, Tailwind CSS, NestJS, Nx Monorepo

Databases & APIs: SQL, Google Maps API, Supabase, DynamoDB

Design (Certificates): Adobe Photoshop, Illustrator, Animate

ERPs: SAP S/4 Hana: SAP Certified Associate - Low-Code/No-Code Developer - SAP Build

Certification: Studying for Certified Information System Auditor (ISACA)