

Rachel Mittal

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EDUCATION

GEORGIA TECH

BS IN COMPUTER SCIENCE

Expected May 2023 | Atlanta, GA

LEADERSHIP

EWB

ENGINEERS WITHOUT BORDERS
Communications Lead for Malawi
Sanitation Project

GT HOUSING

HOUSING AND RESIDENCE LIFE
Resident Advisor

LINKS

Github:// [cmittal8](#)

LinkedIn:// [rachel-mittal](#)

Devpost:// [chiranshi123](#)

COURSEWORK

Introduction to Object Oriented
Programming

Data Structures and Algorithms

Introduction to Databases

Computer Organization and Programming

Design and Analysis of Algorithms

Systems and Networks

Discrete Math

Linear Algebra

SKILLS

LANGUAGES

Java • HTML • CSS • SQL • Assembly • C
• C#

TOOLS/OTHER

A-Frame • LAMP Stack • Git • IntelliJ
ASP.NET • MS Visual Studio • Azure
DevOps • SQL Server Management
System

WORK EXPERIENCE

PRINTPACK INC. | APPLICATIONS DEVELOPER INTERN

May - Aug 2021 | Remote

- Refactored legacy code and stored procedures to new versions to be compatible with services deployed on AWS (ASP, JS, C# , SQL)
- Implemented a vacation exemption feature to an internal application (ASP.Net, C# , SQL, CSS)

GA TECH VIP | STUDENT ASSISTANT WEB DEVELOPER

Dec 2020 - May 2021 | Atlanta, GA

- Migrate and refactor content database to be accessible through the API of the new collaborative content management platform (Linux, Apache, MySQL, PHP)
- Developed more intuitive user documentation for our collaboration platform to help facilitate instructor on-boarding and address recurring support requests

PSYCHOGENICS | RESEARCH INTERN

June - July 2017 | Tarrytown, NY

June - July 2016 | Tarrytown, NY

- Conducted background research on a panel of biomarkers important in the inflammatory response that links to ALS
- Focused on analysis of complex behavioral data in mouse models for ALS and AD using proprietary in-house technology
- Presented my research showing phenotypic differences in mutant mouse models of ALS and AD

PROJECTS

MULTIPLAYER VR CHESS | HACKGT 7

- Created a VR application where users can meet and play chess under 36 hours
- Utilized A-frame, a WebVR JS library for visual rendering, along with multiple open-sourced components to extend its base functionality

MUSICAL NOTE RECOGNITION | VANDYHACKS VII

- Designed and implemented the frontend for the musical note recognition web application under 36 hours
- Implemented the live recording and the audio recognition features

FARM SIMULATION GAME | OBJECTS AND DESIGN COURSE

- Designed and built a farm simulation game using JavaFX in a team of 5
- Responsible for tracking milestones and managing the overall sprint

SHODOR REDESIGN | HACKDUKE

- Redesigned the Shodor website under 24 hours using HTML and CSS for the nonprofit track