Archit Kumar

Dublin, California
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High school junior seeking a computer science degree at a four-year university and a career in game, simulation, or software development.

EDUCATION

Dublin High School, Dublin, California

AUGUST 2018 - PRESENT

4.83 weighted GPA (4.0 unweighted)

Member of prestigious Dublin Engineering and Design Academy

Relevant Courses Taken:

- AP Computer Science Principles
- Honors Principles of Engineering

WORK EXPERIENCE

Russian School of Mathematics, Dublin, California — *Tutor*

SEPTEMBER 2018 - PRESENT

Aided young students in developing a proficiency in mathematics through personalized tutoring sessions. Modeled and illustrated challenging problems so students could succeed in advanced level problem-solving.

VOLUNTEERING

People for the Ethical Treatment of Animals — *Computer Game Developer*

SEPTEMBER 2018 - PRESENT

Utilized Unity, C#, and Autodesk Sketchbook to develop a computer game denouncing monkey cruelty in national health laboratories. Utilized art, animation, and programming skills for independent, deadline-driven project development.

Dublin High Freshman Mentoring Program — *Mentor and Executive Board Member*

AUGUST 2020 - PRESENT

Mentored freshman students to ease their transition into high school and to increase their awareness of school events and resources. Served on the executive board and developed presentations, activities, and resources for other mentors to utilize.

SKILLS

-Unity/C# game and simulation development

-Autodesk Sketchbook graphic design and art

-HTML/CSS/Javascript web design

-Typing speed: 66 WPM

LANGUAGES

English, Hindi, Spanish

PROJECTS

Website - Toon Landing

An online portfolio of artwork and video game projects. Utilized skills in art and web design. Incorporated a wide array of interests, including history, politics, cartooning, pop culture, etc.

Video Game - Skater Gator

An independent video game developed using the Unity game engine. Utilized knowledge in C# coding, graphic design, and animation.