

Archit Kumar

Education

Dublin High School

Dublin, CA

4.8 GPA

Expected Graduation Year: 2022

Some Courses Taken:

- **Honors Principles of Engineering**
A course covering various engineering skills, including design, simulation, computation, and research.
- **Advanced Placement Computer Science Principles**
A college-level computer science course covering computer programming (Python & HTML), version control (Git), and project development/documentation.
- **Advanced Placement Chemistry**
A college-level course covering various chemistry concepts, including states of matter, intermolecular forces, and chemical computations.

Work Experience

- **Homework Help Tutor - Russian School of Mathematics**
(September 2018 - March 2020)

Tutored students from elementary to high school by assisting with math homework problems. Required skills in elaboration and problem solving, as well as a friendly and confident demeanor.

Volunteering

- **Promotional Game Developer - People for the Ethical Treatment of Animals (PETA)**
Developed a web browser game for PETA's website in order to denounce a national health laboratory responsible for monkey abuse and cruelty. Utilized skills in art, design, animation, and programming with the Unity game engine.
- **Freshman Mentoring Program - Dublin High School**
Mentored freshman students to ease their transition into high school and to update them on school events. Required a friendly, confident demeanor; as well as organizational and time-management skills.
- **Virtual Volunteer - Dublin Library**
Wrote online reviews for library media, including books, movies, and events. Required judgement skill, cohesive writing, and participation in public events and discussions.

Personal Projects & Experiments

- **Website - *Toon Landing***
An online portfolio of artwork and video game projects. Required 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. Required knowledge in C# coding, graphic design, and animation.