DEVANSH KUKREJA

Algorithms, Mobile Development, & Design

Website
devanshk.xyz

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WORK EXPERIENCE

STEAM FOR KIDS
Co-Founder, Teacher, and Designer - Summer 2015
- Taught basic programming algorithms and Scratch to elementary school students
- Coordinated logistics for transport and supplies
- Designed logo and PR material

AEROJET ROCKETDYNE
Engine Test Intern - Spring 2015
- Planned test operations for a liquid-fueled rocket engine
- Enacted cold-fire test to determine valve resistance
- Conducted hot-fire test to measure actual thrust
- Designed logo for internship team

PRANAAM INDIA
Designer - Spring 2015
- Designed logo, banners, menu cards, and schedule for banquet hall

VOICEBOX TECHNOLOGIES
Mobile Development Intern - Summer 2014
- Integrated the voice recognition company's demo app with an unsupported SDK
- Started from scratch; learned Android development

RELEVANT PROJECTS

PULSE
Multiplayer Audio-Based Game that accepts any song as input
- Won 2nd Overall at 15-112 Term Project Showcase
- Programmed algorithm to detect beats and their energy using data structures for efficient computation
- Implemented Fast Fourier Transform to create equalizer

AFIS
Automated Fingerprint Identification System
- 1st in Senior Division at Washington State Science Fair & appeared in King County AFIS magazine
- Programmed image analysis algorithms to detect minutiae points in given prints and compare them for similarity

DUCO
Tinder for Art Museums
- Built at the Carnegie Museum Of Art's data hackathon
- Developed Android app that processes .json dataset of artwork and implements a card-swipe based UI
- Developed backend algorithm to customize artwork suggested to user

AWARE
Detect Motion Gestures and Customize Reactions
- Developed Android app - available in the Play Store: https://goo.gl/Eqm3iM
- Designed algorithms to detect hand waves, shakes, being pulled out of pocket, and being thrown into the air based on sensor data

SOUNDHOP
Synchronized Music Across Devices
- Finalist at AngelHack Seattle
- Developed Android app that links with Firebase to play and pause music simultaneously across devices running the app

EDUCATION

CARNEGIE MELLON UNIVERSITY   GPA: 3.63
BS, INFORMATION SYSTEMS: May 2019
- Dean's List

TA for Mobile and IoT Computing
- Graduate and Upperclassmen level course
- Delivered lectures, hosted office hours, and graded homework

Relevant Coursework:
- Principles of Imperative Computation - Spring 2016
- Concepts of Mathematics - Spring 2016
- Fundamentals of Computer Science - Fall 2015

CODING TECHNOLOGIES

EXPERIENCED	Python	Android	Java	C#	Firebase
PROFICIENT	HTML	CSS	Javascript		R
	Lua		C		Ember

HARDWARE EXPERIENCE

Circuits	◉ ◉ ◉ ◉
Arduino	◉ ◉ ◉
Spark Core	◉ ◉

DESIGN SKILLS

EXPERIENCED	Photoshop	Illustrator		InDesign
PROFICIENT	TinkerCad	Inventor	3dsMax	Sketch

PRE-COLLEGE HONORS

Eagle Scout
Associate Student Body President
National Honor Society President

HOBBIES AND ACTIVITIES

- Dance Team
- Robotics Club
- Cooking
- Working Out
- Competitive Smash