## Divyaprakash

Location | john.doe@example.com | (609) 999-9995 | linkedin.com/in/john.doe | github.com/john.doe Welcome to RenderCV! <u>RenderCV</u> is a Typst-based CV framework designed for academics and engineers, with Markdown syntax support. Each section title is arbitrary. Each section contains a list of entries, and there are 7 different entry types to choose from. Education \_\_\_\_\_ Stanford University, PhD in Computer Science – Stanford, CA, USA Sept 2023 – present • Working on the optimization of autonomous vehicles in urban environments Boğaziçi University, BS in Computer Engineering – Istanbul, Türkiye Sept 2018 – June 2022 • GPA: 3.9/4.0, ranked 1st out of 100 students • Awards: Best Senior Project, High Honor Experience \_\_\_\_\_ Summer Intern, Company C - Livingston, LA, USA June 2024 - Sept 2024 • Developed deep learning models for the detection of gravitational waves in LIGO data • Published <u>3 peer-reviewed research papers</u> about the project and results Summer Intern, Company B – Ankara, Türkiye June 2023 - Sept 2023 • Optimized the production line by 15% by implementing a new scheduling algorithm Summer Intern, Company A – Istanbul, Türkiye June 2022 - Sept 2022 • Designed an inventory management web application for a warehouse Projects \_\_\_ **Example Project** May 2024 - present A web application for writing essays • Launched an iOS app in 09/2024 that currently has 10k+ monthly active users • The app is made open-source (3,000+ stars on GitHub) Fall 2023 **Teaching on Udemy** • Instructed the "Statics" course on Udemy (60,000+ students, 200,000+ hours watched) Skills **Programming:** Proficient with Python, C++, and Git; good understanding of Web, app development, and DevOps Mathematics: Good understanding of differential equations, calculus, and linear algebra Languages: English (fluent, TOEFL: 118/120), Turkish (native) Publications \_\_\_\_\_ 3D Finite Element Analysis of No-Insulation Coils Jan 2004 Frodo Baggins, John Doe, Samwise Gamgee 10.1109/TASC.2023.3340648 Extracurricular Activities \_\_\_\_\_

- There are 7 unique entry types in RenderCV: *BulletEntry*, *TextEntry*, *EducationEntry*, *ExperienceEntry*, *NormalEntry*, *PublicationEntry*, and *OneLineEntry*.
- Each entry type has a different structure and layout. This document demonstrates all of them.

## Numbered Entries \_

- 1. This is a numbered entry.
- 2. This is another numbered entry.
- 3. This is the third numbered entry.

## Reversed Numbered Entries \_\_\_\_\_

- 3. This is a reversed numbered entry.
- 2. This is another reversed numbered entry.
- 1. This is the third reversed numbered entry.