

AJEYA RENGARAJAN

EMAIL: ajeya.rengarajan@gmail.com PHONE: (512) 203-1016

SUMMARY

Software Engineer interested in Mobile, Web and Game Development, Data Science and the Internet of Things

EDUCATION

University of California - San Diego

B.S. Computer Science 2019

Current GPA: 4.0 (CS) 3.95 (Overall)

WORK EXPERIENCE

Computer Science Tutor, UC San Diego, La Jolla

Mar 2016 - Present

Basic Data Structures and Object Oriented Design (Spring, Fall 2016)

Software Tools and Techniques Lab (Spring, Fall 2016)

Designing and Building Robots (Fall 2016)

Held tutor hours to assist students with assignments for the courses involving the implementation of Data Structures in C/C++ and using software tools such as version control, logging and profiling.

Data Analyst and Visualizer, The UCSD Guardian

Sep 2016 - Present

Obtained or scraped relevant datasets such as enrollment and parking statistics and generated data-driven visualizations for the UC San Diego's student newspaper - The Guardian.

Computer Science Lab Assistant, The School - KFI, Chennai, India

Jun 2014 - May 2015

Assisted students and faculty with the usage of the Computer lab facilities and software.

PROJECTS

Myo Translator - Android Sign Language Processing

Created an Android Application that uses a Myo Armband to covert sign language into text at SD Hacks 2015.

Skills: Android SDK, Java, XML, Myo API

Solar Chill 2.0 - Solar Powered Charging Station

Working with Engineers for a Sustainable World to design Solar Chill - a solar powered charging station. Writing a C++ program to extract useful information from the system and display it on a LED Screen

Skills: C++, Arduino libraries

Dr. Eric - Puzzle-Platformer Game

Developed the game "Dr. Eric" with Game Development Studio, UC San Diego. Used the Unity game engine for level design and development.

Skills: Unity 3D, C#, Puzzle and Level design

Webreg-API

Developed an application that navigates and scrapes the UCSD Enrollment Page and offers an API for getting a student's enrollment data.

Skills: NodeJS, CasperJS

ACTIVITIES

Game Developer - Game Development Studio, UC San Diego, Development Team

Jan 2016 - Present

Working with Game Development Studio to design and develop games quarterly using Unity 3D.

WIC Programming Competition Committee Member, Problem and Solution team

Sep 2016 - Present

Designing programming challenges and their solutions for the quarterly competition held at UC San Diego.

SKILLS

LANGUAGES: Java, C, C++, JavaScript, Swift, Python, HTML, CSS, C#

PLATFORMS: Android, iOS, Unity 3D

OTHER TECHNOLOGIES: NodeJS, MongoDB, CasperJS, ReactJS

AWARDS

Winner - WIC Programming Competition, Women in Computing - UC San Diego

Feb 2016

Competition involving 3 hours of programming challenges with over 200 participants at UC San Diego

Mr. Mullenaux's Cup, The Bishop's School, Pune, India

Aug 2014

Awarded the Mr. Mullenaux's Cup for achieving the highest honor in Mathematics

Trinity Guildhall Award, Trinity College of London

Awarded for Electronic Keyboard (Levels 1 to 5) and Theory of Music (Levels 1 to 3)

RELEVANT COURSEWORK

Software Engineering

Human-Computer Interaction Design

Advanced Data Structures

Introduction to Data Science

Database System Principles (Planned - Winter 2017)