

TEJAS GHODKE

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EDUCATION

University of Cincinnati - Bachelor of Science in Computer Science

GRADUATION: MAY 2027

- **Dean's List** – Summer' 23, Fall' 23, Summer' 24, Fall' 24
- **Relevant Coursework:** Design and Analysis of Algorithms, Software Engineering, Database Design and Development, Probability and Statistics, Web Applications and Hacking

EXPERIENCE

iKomet Technology Solutions | Pune, India

FEBRUARY 2024 – APRIL 2024

Junior Intern (Python, SpaCy, Excel, Pandas, NumPy, Data Visualization, Automated Data Pipelines, PowerBI)

- Designed and implemented an advanced Python program using SpaCy and pandas to extract, parse, and organize specific data from large 5,000-word documents into formatted Excel spreadsheets for streamlined analysis
- Benchmarked against the previous internal tool, the new SpaCy-based program demonstrated a 25% speed improvement and 12% higher accuracy on a 10,000-page dataset, ensuring more reliable classification, structured representation, and seamless integration across the entire data pipeline infrastructure
- Demonstrated advanced problem-solving by designing a fully automated, scalable data pipeline that streamlined extraction, sorting, and presentation workflows, with outputs directly integrated into dynamic Power BI dashboards for enhanced data visualization accuracy and overall analytical efficiency

Campus Recreation Center | Cincinnati, Ohio

MAY 2023 – PRESENT

Aquatics Supervisor (Soft skills, Leadership, Communication, Conflict Resolution, Team Collaboration, Adaptability)

- Demonstrated proactive leadership within a diverse lifeguard team consisting of more than 60 lifeguards by fostering a collaborative, inclusive, and high-performance environment, and by providing ongoing mentorship, support, guidance, and constructive performance feedback to both new and veteran staff members
- Ensured full emergency preparedness by implementing detailed safety protocols, guiding lifeguards through drills, and delivering immediate, hands-on response during real-time incidents to safeguard all patrons and staff

PROJECTS

Advanced Tic-Tac-Toe Game | Cincinnati, Ohio

APRIL 2024 – JULY 2024

Personal Project (Flutter, Dart, Android Studio, VScode, Github, Canva)

- Built an interactive mobile tic-tac-toe game using Flutter, featuring 10+ custom UI components and animations, developed over 8 weeks to showcase advanced app development and dynamic game logic
- Implemented an advanced Player vs. AI mode with 3 adaptive difficulty tiers, based on user performance, and a responsive UI tested across 4 device sizes to ensure consistency and maximize user experience
- Demonstrated strong proficiency in Dart and object-oriented programming by leveraging Flutter's widget system, libraries, and best practices to build a polished, scalable, and visually engaging mobile game experience

Snake Game - AI Agent | Cincinnati, Ohio

JANUARY 2025 – MARCH 2025

Personal Project (Anaconda, PyTorch, Pygame, Scikit-learn, matplotlib, Reinforcement Learning, DQN, CUDA)

- Developed a reinforcement learning agent that autonomously plays Snake by optimizing decisions through trial-and-error, achieving ~300% average score improvement across 10,000+ episodes via reward-based strategy refinement
- Configured isolated Anaconda environments to manage over 15+ dependencies, ensuring reproducible model training and seamless switching between experimental configurations across multiple testing platforms
- Trained the DQN-based agent over 10,000+ episodes using GPU acceleration via an RTX 5070 Ti (16 GB GDDR7), significantly reducing training time, and visualized performance trends (reward progression, survival time, convergence) using matplotlib and scikit-learn to support iterative model optimization

SKILLS

Programming: Python (Certified), Java (OCAJP) SE 8, C/C++, HTML and CSS, PHP, MATLAB, Dart, SQL, R, JavaScript

Operating Systems: Linux (multiple flavors), Windows, MacOS, Android, iOS, and chromeOS

Tools and Software: SpaCy, Pytorch, Git, Anaconda, Docker, Android Studio, MySQL, CUDA, LabView, MS Azure, VMs

AVAILABLE FOR COOP IN FALL 2025