

# TEJAS GHODKE

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## EDUCATION

### University of Cincinnati

GRADUATION: MAY 2027

Bachelor of Science in Computer Science

- **Dean's List**
- **CEAS Intl' Outreach Scholarship**
- **Relevant Coursework:** Design and Analysis of Algorithms, Software Engineering, Database Design and Development, Probability and Statistics, Web Applications and Hacking

## SKILLS

**Programming:** Python (Certified), Java (OCAJP) SE 8, C/C++, HTML/CSS, 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, PowerBi

## EXPERIENCE

### Campus Recreation Center | Cincinnati, Ohio

MAY 2023 – PRESENT

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

- Monitored pool and facility conditions through regular inspections to maintain exceptional safety and hygiene standards, while actively enforcing rules, managing risk, and addressing patron concerns with professionalism.
- 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.
- Demonstrated proactive leadership within a diverse lifeguard team by fostering a collaborative, inclusive environment and providing ongoing mentorship, support, and performance feedback to both new and veteran staff.

### iKomet Technology Solutions | Pune, India

FEBRUARY 2024 – APRIL 2024

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

- Developed an advanced Python program utilizing SpaCy and pandas to efficiently extract, parse, sort, and transfer structured data from large 5000-word documents into formatted Microsoft Excel spreadsheets for analysis.
- Independently mastered and implemented SpaCy for complex textual data processing, building a customized end-to-end data pipeline to ensure accurate classification, structured representation, and efficient downstream integration.
- Demonstrated advanced problem-solving abilities by designing a fully automated, scalable solution to streamline data extraction, sorting, and presentation workflows, enhancing both visualization accuracy and analytical efficiency.

## PROJECTS

### Advanced Tic-Tac-Toe Game | Cincinnati, Ohio

APRIL 2024 – JULY 2024

*Personal Project* (Flutter, Dart, Android Studio)

- Developed a feature-rich, interactive mobile tic-tac-toe game using the Flutter framework, highlighting advanced skills in app development, custom UI design, and dynamic game logic implementation for enhanced user engagement.
- Implemented advanced player vs. AI mode where the difficulty changes dynamically according to the player, and a visually appealing, responsive user interface to enhance the overall 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 AI model | Cincinnati, Ohio

JANUARY 2025 – MARCH 2025

*Personal Project* (Anaconda, PyTorch, Pygame, Scikit-learn, matplotlib, Reinforcement Learning, Deep Q Learning (DQN))

- Created a reinforcement learning agent that autonomously plays the classic Snake game by optimizing decision-making through trial-and-error training, leveraging reward feedback and iterative strategy refinement.
- Utilized Anaconda to configure isolated virtual environments, ensuring consistent, reproducible model training and streamlined dependency management across various development and testing setups.
- Visualized reinforcement learning agent performance over multiple training iterations using scikit-learn and matplotlib, analyzing reward trends, survival duration, and evolving gameplay strategies in depth.

**AVAILABLE FOR COOP IN FALL 2025**