

Téa Hajratwala

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Education

University of Michigan, College of Engineering

Bachelor of Science in Computer Science

Ann Arbor, MI

May 2025

- GPA: 3.6/4.0
- Course Highlights: XR Development, Quantum Computing, Computer Organization, AI Philosophy, Algorithms
- Awards/Honors: Three terms University Honors (GPA Higher than 3.5)

Relevant Experience

Lead Exam Instructional Assistant

Programming and Data Structures

Ann Arbor, MI

January 2023 - Present

- Designed and directed weekly lab activities for groups of 30 students to creatively demystify difficult programming concepts
- Worked with professors to Develop exams for 1200 students in alignment with course goals
- Facilitated a strict timeline for exam development and distribution
- Maintained course website on a weekly basis in HTML and CSS

WolverineSoft

Member

Ann Arbor, MI

January 2022-Present

- Developed two games using Unity and one game using Godot within 48-hour timeframes for game jams.
- Collaborated with team members to ensure cohesive products across multiple areas of the games
- Composed music and audio effects to set atmosphere of virtual world for two projects

Projects

- **VR Computer Lab Simulator** (2024). Implemented dynamic dialogue system for NPC characters. Programmed interactable whiteboards, light switch, copy machines, and a working clock tower. *Unreal Engine 5, Blueprints*
- **Quantum Circuit Simulator** (2024). Visualization tool for quantum circuits. Support for Pauli Gates and other basic logic gates, as well as deterministic and probabilistic measurement.

Additional

- **Programming Languages:** C, C++, C#, Python, Java
- **Technical Skills:** Experience in Unreal, Unity, and Godot game engines. Qiskit
- **Activities:** Michigan Marching Band Clarinetist