



Sanya Gupta

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Profile

Hi! I'm Sanya, a female student in the Bay Area who is passionate about computer software and representation for minorities in STEAM. I am currently looking for opportunities to grow my business skills while gaining real-world experience.

Education

2018 – 2022 Cupertino, USA	Monta Vista High School At Monta Vista, I am currently most heavily involved with the Girls Who Code club, the Technovation club, and the color guard team. Relevant coursework: AP Physics, APCS A, Pre-Calculus Honors
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Professional Experience

2019	Robomocha LLC <i>Java instructor</i> During the summer, I wrote and graded original test material given to children ages 8-16 for 4 hours/week. I also taught students different software concepts ranging in difficulty.
	Girl Genius Magazine <i>Social Media Ambassador</i> I was initially accepted as 1/27 artists part of the GG team chosen from 400+ total applications. Then, I became 1/11 official social media campus ambassadors and promoted the largest event GG has ever had (sponsors included Github, MakeyMakey, and more). There were 2240 attendees from 45 states and 75 countries. I won the bronze prizes for the most sign ups from the organizer team.

Skills

Software Coding <i>Java, Python, etc.</i>	● ● ● ● ●	Art <i>Digital (Procreate & Ibis Paint X)</i>	● ● ● ● ●
Web Development <i>Wordpress, HTML</i>	● ● ● ● ●	Mobile App Development <i>Swift, MIT App Inventor</i>	● ● ● ● ●
Piano	● ● ● ● ●		

Projects

05/2020 – present	Smart Mirror <i>Integrated with Artificial Intelligence</i> I built a smart mirror that displayed the real time, local news, and weather using various APIs and a raspberry pi. I am currently working on an AI smart mirror on a larger scale using Python, Javascript, and other components. I am also developing a project website using Wordpress.
08/2019 – present	Enviro-Friendly I am building a Java-based application that promotes decreasing users' negative environmental impact. Whenever the user does something environmentally friendly, a virtual plant "grows" taller. This game creates a competition that will lead to a lower individual carbon footprint.
06/2019 – present	SpeechEasy An app coded in Swift 5.0 marketed towards individuals with selective mutism. The app includes map API integration to lead the user to various areas to promote public speaking using interactive voice detection software. It also includes profile picture "awards" to serve the young majority of those afflicted with mutism.
08/2018 – 05/2019	Educology An app coded in MIT App Inventor this is focused on improving the quality of education in low-income school districts. It caters to the large student-to-teacher ratio using various features to help both the students and the teachers communicate.

Awards

06/2020	USA Technovation Semifinalist <i>Technovation</i> Submitted a prototype of SpeechEasy.
04/2019	Reflections Honorable Mention <i>Reflections</i> Recognized in the "visual arts" category.
04/2019	1st Place Winner of the 2019 Technovation Hackathon Submitted a tongue twister application coded in Swift 5.0.
03/2018	Artistic Honorable Mention <i>Zimbabwe Run and Fair</i>
11/2018	Music Festival Bronze Medal for Piano <i>Silicon Valley Second School</i>
05/2016	Junior Girls First Place <i>NJB</i> Superior Plus Award <i>National Guild Piano Playing Auditions</i> 2014-2019. In 2019, I participated in one of the highest levels of the competition, PA, and gained the highest score possible which merited the award.

Volunteering

Leader-in-Training

YMCA

2016-2019. I learned to communicate with young children more effectively while strengthening my leadership skills. This helped me improve upon my time management and decision making skills.

Arts and Crafts teacher

Neighborhood Arts

2019. Worked with underprivileged elementary school students in East Palo Alto.