Ishan Vepa

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EDUCATION

Georgia Institute of Technology   Atlanta, GA
Bachelor of Science in Computer Science   *Aug 2022 – May 2025*
GPA: 3.52 – Deans List, Sidney Goldin Scholarship Recipient

- *Relevant Coursework*: Data Structures & Algorithms, Object-Oriented Programming, Computer Organization & Programming, User-Interface Design, Objects & Design

Mansfield College, University of Oxford   Oxford, UK
Bachelor of Science in Computer Science   *May 2023 – Aug 2023*
GPA: 4.0 – Faculty Honors

- *Relevant Coursework*: Computer Science Ethics, Personality Psychology
- Completed capstone project on artificial intelligence's impact on media production

TECHNICAL SKILLS

Languages: Java, Python, C, C#, JavaScript, HTML, CSS, TypeScript, Assembly
Frameworks: React, Next.js, JUnit
Developer Tools: Git, AWS Amplify, VS Code, IntelliJ, Tableau
Design Tools: Figma

EXPERIENCE

Software Engineering Intern   May 2024 – Present
Datamaxx Group   *Tallahassee, FL*

Undergraduate Researcher, Data Team Leader   Aug 2023 – Present
Georgia Tech Vertically Integrated Project   *Atlanta, GA*

- Led the shift from spreadsheets to Tableau dashboards, improving research administration efficiency.
- Prototyped app using Figma, streamlining access to InfoReady guides through a user-friendly interface
- Collaborated alongside Senior Executive Research Administrators at Georgia Tech
- Iterated on root cause analysis to solve centralization and compliance inefficiencies in research

Founder, Director of Post-Production, Web-Development   Jul 2019 – Aug 2022
Generation Z Media   *Tallahassee, FL*

- Reached 200,000+ impressions, through static blog and website in 1 year via configuring SEO
- Initiated & managed chapters in Oregon, Michigan, and Connecticut, overseeing 25 members
- Led Video Post-Production across all videos and documentaries

PROJECTS

Personal Website | *Next.js, HTML, CSS, Typescript, AWS Amplify*   Dec 2023 – May 2023

- Leveraged Next.js and Tailwind CSS, and HTML to build a high-performance personal website hosted through AWS Amplify

Dungeon Crawler Android Game | *Java, Android Studio, Git*   Aug 2023 – Nov 2023

- Used Java and MVVM architecture to code "Luigi's Mansion"-themed dungeon crawler android game.
- Utilized UML infrastructures: System-Sequence Diagram, Design Class Diagram, Use-Case Diagram
- Implemented software design patterns: Strategy, Observer, Singleton, Factory, Decorator

Gamified Sleep Tracker App | *Figma*   Jan 2023 – May 2023

- Used Figma to create a high fidelity gamified social sleep-tracking app prototype for college students
- Iterated on user insights, design principles, and wellness usability

Computational Analysis of Contemporary Music | *Python*   Jan 2021 – Mar 2022

- Web-scraped Billboard Hot 100, comparative analysis, transcribed melodies, chord progressions, tempos, and keys of songs in Python
- Leveraged Python API: BeautifulSoup, urllib, xlsxwriter, openpyxl
- Completed research paper guided by the research question: "Why do people enjoy music?"