

# Ishan Vepa

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## EDUCATION

### Georgia Institute of Technology

*Bachelor of Science in Computer Science*

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

Atlanta, GA

Aug 2022 – May 2025

### Mansfield College, University of Oxford

*Bachelor of Science in Computer Science*

GPA: 4.0 – Faculty Honors

- *Relevant Coursework:* Computing Ethics, Personality Psychology

Oxford, UK

May 2023 – Aug 2023

## 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

*Datamaxx Group*

May 2024 – Present

Tallahassee, FL

### Undergraduate Researcher, Data Team Leader

*Georgia Institute of Technology*

Aug 2023 – Present

Atlanta, GA

- Led the shift from Excel 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

*Generation Z Media*

Jul 2019 – Aug 2022

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, xlswriter, openpyxl
- Completed research paper guided by the research question: “Why do people enjoy music?”