

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

Atlanta, GA

Aug 2022 – May 2025

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

University of Oxford

Bachelor of Science in Computer Science, Study Abroad Program

GPA: 4.0 – Faculty Honors

Oxford, UK

May 2023 – Aug 2023

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

EXPERIENCE

Software Engineering Intern

Datamaxx Group

May 2024 – Present

Tallahassee, FL

- Prototyped an automated driving license parsing and client face verification web-app using AWS Textract & Rekognition API, reducing identity verification time from 1 minute to 20 seconds.
- Developed a QR code visitor check-in system for RedTail, enhancing user security screening efficiency
- **Skills:** C#, ASP.NET, jQuery, HTML, CSS, AWS API

Undergraduate Researcher, Data Team Leader

Georgia Tech Vertically Integrated Project

Aug 2023 – Present

Atlanta, GA

- Refactored sponsor funding allocation for principle investigators by parsing CSV data into Tableau dashboards
- Designed app streamlining access to InfoReady guides through a user-friendly interface in Figma
- **Skills:** Figma, Tableau

Founder, Director of Post-Production, Web-Development

Generation Z Media

Jul 2019 – Aug 2022

Tallahassee, FL

- Developed website & blog reached 500,000+ impressions with 5% CTR in 1 year via configuring sitemaps & SEO
- Initiated & managed chapters in Florida, Oregon, Michigan, and Connecticut, overseeing 25 members
- Featured in local press: Tallahassee Democrat, Tallahassee Magazine
- **Skills:** HTML, CSS, JavaScript, Figma

PROJECTS

Personal Website | *Next.js, HTML, CSS, Typescript, AWS Amplify*

Feb 2024 – Jun 2024

- Built responsive Next.js personal website hosted through AWS Amplify

Dungeon Crawler Android Game | *Java, Android Studio*

Aug 2023 – Nov 2023

- Created a “Luigi’s Mansion”-themed dungeon crawler Android game using Java and MVVM architecture
- 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

Computational Analysis of Contemporary Music | *Python*

Jan 2021 – Mar 2022

- Web-scraped Billboard Hot 100, analyzed transcribed melodies, chord progressions, tempos, & of songs in Python
- Leveraged Python API: BeautifulSoup, urllib, openpyxl
- Completed research paper guided by the research question: “Why do people enjoy music?”

TECHNICAL SKILLS

Languages: Java, C, C#, Python, JavaScript, HTML, CSS, TypeScript, Assembly

Technologies: ASP.NET, Next.js, jQuery, BeautifulSoup, JUnit, AWS API

Developer Tools: Git, AWS Amplify, VS Code, IntelliJ, Accurev SCM

Design Tools: Figma, Adobe Photoshop, Tableau