Ishan Vepa

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EDUCATION

Georgia Institute of Technology — Atlanta, GA
Bachelor of Science in Computer Science — *May 2025 (Expected Graduation)*
GPA: 3.62 – Deans List, Sidney Goldin Scholarship Recipient

RELEVANT COURSEWORK

CS 1332 - Data Structures & Algorithms in Java
CS 1331 - Object-Oriented Programming in Java
CS 2110 - Computer Organization & Programming
CS 3873 - User-Interface Design
CS 2340 - Objects and Design

TECHNICAL SKILLS

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

EXPERIENCE

Undergraduate Researcher — Aug 2023 – Present
Georgia Institute of Technology — *Atlanta, GA*
- 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

Technology Deployment Coordinator — Jul 2021 – Oct 2021
South City Foundation and Ernst & Young Technology Hub — *Tallahassee, FL*
- Deployed computer hardware and software to grant 1000+ students access to technology necessary for educational opportunities

PROJECTS

Personal Website | *Next.js, HTML, CSS, Typescript* — Aug 2023 – Present
- Leveraged Next.js and Tailwind CSS, and HTML to build a high-performance personal website

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?"