Itay Akad

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EDUCATION

Rutgers University - New Brunswick   New Brunswick, NJ
School of Arts and Sciences   Expected Graduation, December 2025
Bachelors of Science, Double Major: Computer Science and Data Science   **GPA:** 3.75/4.00
- **Relevant Coursework:** Data Structures & Algorithms, Discrete Mathematics, Data 101, Linear Algebra, Computer Algorithms, Data Management, Calculus, Statistics, Computer Architecture
- **Awards/Honors:** Dean's List (Fall 2022, Spring 2023, Fall 2023, Spring 2024, Fall 2024)

SKILLS

- **Programming Languages:** Java, Python, R, C, C++, HTML/CSS, JavaScript, SQL
- **Software & Tools:** Visual Studio, VS Code, Microsoft Excel, MySQL, Tableau, Power BI**,** Unreal Engine Blueprints, Git, Flask, React.js, React Native, Django, TensorBoard, AWS, Google Firebase
- **Languages:** English (Fluent), Hebrew (Fluent)

EXPERIENCE

Animated Storyboards   **Remote**
Backend Developer   *December 2024 - Present*
- Collaborating on an **ongoing GitHub-hosted project**, utilizing **Git** for version control to maintain organized **Python** code versions and facilitating teamwork through streamlined code reviews and pull requests, resulting in faster and more efficient development cycles.
- Designed and implemented a **Google Sheets automation tool** using **Python**, **Django**, and the **Google Sheets API**, enabling real-time data updates, user-specific formatting, and enhanced reporting accuracy.
- Improved database query efficiency by optimizing **Django ORM** filters, joins, and related field lookups, significantly reducing query times and enhancing performance for processing large datasets.

V-Armed   **Brooklyn, NY**
Development Intern   *May 2024 - July 2024*
- Collaborated with a team of developers to design and enhance **combat-simulation VR projects** using **C++** and **Unreal Engine Blueprints**, improving system stability and runtime performance through iterative development and debugging.
- Assisted in **50+ user testing sessions**, gathering feedback to refine the user experience while **maintaining and calibrating VR equipment** to ensure optimal performance during high-intensity simulations.

Summer Intern   *May 2023 - July 2023*
- Calibrated and maintained **100+ pieces of VR equipment** (headsets, sensors, cameras) for high-profile clients like the NYPD, ensuring reduced downtime and optimal performance during **10+ training sessions**.
- Supported administrative tasks, maintained the large studio space, and assisted with special projects while gaining familiarity with company operations and contributing to an increase in operational efficiency.

PROJECTS

JUNO (Fitness App) | Google Firebase, React Native (Expo), TypeScript, JSON, Spoonacular API
- Designed and developed JUNO, a **cross-platform fitness app** built with **React Native (Expo)**, featuring a **custom navigation bar** and reusable UI components to deliver a seamless, interactive experience.
- Engineered a **full-stack Firebase integration**, implementing **Authentication** for secure login, **Firestore** for real-time data storage, **Storage** for user-uploaded meal/exercise photos, and **Cloud Functions** (Google Cloud Scheduler) to automate progress resets.
- Integrated **Spoonacular API** to dynamically analyze meal nutrients from user input, enhancing accuracy and user engagement.