Rajalakshmy Iyer

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Current Address: **GPA: 3.43/4**

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Objective: To obtain an internship in the discipline of computer science with a focus on Software development, product development or testing and debugging and with special interests in IOS App Development and Artificial Intelligence.

Education:

Purdue University, West Lafayette, IN **May 2018**
Major: BS in Computer Science **Concentration**: Software Engineering, Machine Intelligence
Minor: Mathematics, Statistics
Computing Courses: Object-Oriented Programming in Java, Programming In C, Data Structures and Algorithms, Computer Architecture, Software Engineering (Using SCRUM), Competitive Programming, Information Systems

Skills & Projects:

Coding Languages: Java, C, C++, R, Python, Html, CSS, JavaScript, SQLplus
Operating Systems: Mac OS, Linux, Windows XP
Design Software: FileMaker Pro, Adobe Indesign, Adobe Photoshop, Adobe Illustrator
Communication: English, Hindi (Speaking), Mandarin (Speaking), Tamil (Speaking)
GitHub: https://github.com/Ricven-Hawklight
Linkedin: https://www.linkedin.com/in/rajalakshmy-iyer-6a74203a
Other Websites: https://www.behance.net/Ricven-Hawklight
Java Project: Android App SafeWalk, **C/C++ Project:** IRC Chat Server and Client
IOS App using Swift: Nomad, A travel blog/scrapbook to keep track of road trips

Work Experience:

Teaching Assistant for Object Oriented Programming in Java **Sept 2015 –**
Instruct a high school course for AP Computer Science, as well as write and grade exams.
Internship at Diebold (6 weeks in Mumbai, India) **May 2015**
Analyzed the reasons why Diebold's software development build cycle was taking too long, specifically during the code signing part. Designed and conducted network analysis on the company's Hardware Security Module (HSM) to understand where the code signing process lagged, and devised another method to code sign that did not involve a HSM.

Volunteer/Community Service:

MAGIC (Mentor for Aspiring Girls In Computing) **Feb 2015 --**
Work with a group of 7-9 associates to create lesson plans in scratch, open processing, Java & C. Then spend 3 ~ 5 hours per week interacting with local high school girls to not only teach them the basics of Computer Science, but also garner an interest in the subject.
Boiler Code **Apr 2015**
Organized and mentored an Android App Designing Hackathon for Middle School students with fellow freshmen. I assisted two boys in successfully producing a user friendly, multi-level game called Tap-The-Pineapple on MIT's AppInventor, complete with a rules/settings page and an equipment enhancer option within the 2 hours given.