

# Kashav Piya

639 38<sup>th</sup> St • Rock Island, IL, 61201 • 309-350-9068 • [kashavpiya23@gmail.com](mailto:kashavpiya23@gmail.com)

## EDUCATION

### AUGUSTANA COLLEGE

*Bachelor of Art, Computer Science and Data Analytics. GPA 3.9*

Student Athlete: Valorant Esports Team (*ECAC All-Academic Honor, Fall 2021*)

Relevant Coursework: Software Development, Data Structures and Algorithms

Rock Island, IL

Expected: May 2023

## WORK EXPERIENCE

### Indie Games

Independent Game Developer

Remote

May 2022 – Present

- Learned game development using Unity as well as C# to create various games through hands-on projects such as Monster Chase, Park the Car.
- Working on a new indie game in Unity. I will be designing the assets for a 2D infinite runner game as well as writing the code for the game through Summer 2022.

### EDGE Center

Web Development Intern

Rock Island, IL

May 2021 – January 2022

- Oversaw the day-to-day updates for 50+ websites while creating websites from scratch for various clients.
- Ensured that the website development process was easy and simple for the clients by communicating with them about technical aspects of the process in a non-technical manner through emails, phone, and meetings.
- Supervised projects and communicated with the clients regarding their needs and satisfaction of the projects.
- Taught new interns/interested students tips and tricks to learn web development.
- Learned about Web Design, Web Development, Search Engine Optimization and Marketing.

### Computer Science Department

Computer Science Tutor

Rock Island, IL

February 2020 – May 2022

- Taught computer science as well as non-computer science students the fundamentals of programming including Object Oriented Programming, Data Structures and Databases in Java and Python.
- Coached a student one-on-one through a semester which resulted in their grade improving from a C- to A-.

### Computer Science Department

Research Assistant

Rock Island, IL

February 2021 – Present

- Explored the possibilities of IoT devices in the Healthcare Sector and analyzed the current state of use of technology in the same field.
- Assessed the viability of Virtual Reality in the Gaming Industry and presented the relationship between popular games, genres, and its availability in VR.
- Presented and published several research papers in various conferences.

### Augustana Residential Life

Residential Advisor

Rock Island, IL

September 2020 - Present

- Worked in teams to make sure the residential halls run smoothly without problems. Promoted diversity, safe environments through programming for residents of Augustana College

## TECHNICAL SKILLS

- **Languages:** Java, Python, HTML, CSS, PHP, JavaScript, R, SQL, Kotlin, C#
- **Operating Systems:** Windows, macOS, Linux

## PROJECTS

- Created a Sorting Algorithms Visualizer using Python and Tkinter. This project involved learning various sorting algorithms and implementing them in Python. These sorting algorithms were then visualized using Tkinter in Python. Here is the [link](#) for the project.
- Designed and programmed Car Simulator using Java and JavaFX. The goal of this project was to learn Object Oriented Programming as well as learn about the Software Development Life Cycle while working as a group in an Agile Environment. Also learned how to use Git and GitHub.
- Programmed Spider Shooting 2D Game and Memory Game using Python. These programs were created to learn about the basics of programming, data structures and object-oriented programming.
- Created websites for City of Goose Lake and Star Flower Clinic. Here are the links for the websites: [Link1](#), [Link2](#). Note: These websites have been editing by other people afterwards. I built and delivered the websites to the clients.
- Created a Voice Assistant that could understand and perform simple commands using Python. Here is the [link](#) for this project.
- Published research on [IoT in Health Care Industry](#) and Future of Gaming: Virtual Reality. Working on research for other various topics.
- Worked on [Loan Approval Predictor](#) in R using data available in Kaggle through Statistical Learning.
- Worked on [Softball Sign Stealer](#) in Python using SciKit Learn for a Machine Learning Project.
- Shipped a 2D runner game on Unity, which included designing and coding the game. Here is the link for the project: [Pet's Adventure](#).