

# Kirtan Sakariya

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## EDUCATION

**UNIVERSITY OF PITTSBURGH**  
BS IN COMPUTER SCIENCE  
MINOR IN MATHEMATICS  
Dean's List (Fall 16/Spring 17)  
Expected Apr 2020 | Pittsburgh, PA  
Cum. GPA: 3.71

## LINKS

Github: [kirtansakariya](#)  
Website: [kirtansakariya.github.io](#)  
LinkedIn: [/in/kirtansakariya](#)

## COURSEWORK

### UNDERGRADUATE

Completed

Intermediate Programming With Java

Data Structures

Discrete Structures for CS

Introduction to Systems Software

Computer Organization and Assembly  
Language

Introduction to Theoretical Mathematics

In Progress

Algorithm Implementation

Formal Methods in Computer Science

Linear Algebra

## SKILLS

### PROGRAMMING LANGUAGES

Intermediate

Java • HTML • CSS

Basic

C • Python • JavaScript

MIPS • Unity (C#)

Others

Git • MS Office

## COMMUNITY

### VOLUNTEERING

South Fayette Township Library

Fairview Park Cleanup

Food Drive at Local Church

### SOCIETY

Phi Eta Sigma National Honors Society

## EXPERIENCE

### TOPIC EXPLORER | STUDENT PROGRAMMER

September 2017 - Current | Pittsburgh, PA

- Tasked to go through JavaScript, HTML/CSS, and a bit of Python code to debug certain issues to make the software more user friendly and to fix other problems in general
- Altered the appearance of the application to make it more comprehensible to the user
- Fixed a lot of the malfunctioning buttons like the help button, a button did not open pdfs properly, etc.

### STARK MEDIA SERVICES | STUDENT WORKER

January 2017 - Current | Pittsburgh, PA

- Found and checked out DVDs and VHSs to patrons
- Assisted patrons in operating the DVD/VHS players
- Cleaned equipment in the viewing room and went through the collection to see which DVDs were missing over the summer

## PROJECTS

### PERSONAL WEBSITE May 2017 - Current

- Showcased my hobbies, goals, etc. through a webpage about myself
- Contains various links to my GitHub, Facebook, and LinkedIn
- Implemented a theme change in order to allow for different colorization options

### ROLL-A-BALL 4 SLEEP October 2017

- A game that is aimed at increasing sleep awareness
- Added a time functionality which makes the objects re-spawn if the player is not able to collect them in time
- At the end of every level, the user is presented a question about sleep that they have to get correct in order to proceed to the next level
- Has a functionality where if the user is approaching a user-entered bedtime, then the re-spawn of the collectibles will be faster

## EXTRACURRICULAR

### COMPUTER SCIENCE CLUB August 2016 - Current

- The club exposes members to different fields in Computer Science and introduces new technologies as well
- There are often talks about projects which present an opportunity for members to get more involved in Computer Science

### MATHEMATICS CLUB August 2016 - Current

- Talks are held to delve into real life applications of mathematics
- Offers a place for students to get together and seek help in certain math classes

### INFORMATION SECURITY CLUB January 2017 - Current

- Introduces members to cyber-security by holding workshops in which members get to explore the different aspects of cyber-security and its importance in today's world