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

EXPERIENCE

CIGNA TECDP | Intern
May 2018 - August 2018 | Philadelphia, PA
- Tasked with working with technologies such as Angular 5, Swagger-Open API, and Spring boot MVC

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