Mahi Pasarkar

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https://github.com/mahi-pas | https://www.linkedin.com/in/mahi-pasarkar/ | https://rainyelephant.itch.io/

Education

Rensselaer Polytechnic Institute | Troy, NY   Aug 2020 - May 2024

Bachelor of Science in Computer Science (AI and Data Concentration) and Games and Simulations   GPA: 3.63

- Achieved Dean's Honors List 2020, 2021, 2022 and 2023

Experience

Q Machine Learning From Scratch | Troy, NY   Mar 2023 - Mar 2023

Developer - https://github.com/mahi-pas/Q-Learning-vs-PPO-Machine-Learning

- Implemented machine learning algorithm Q Learning from scratch using C# and the Unity game engine.
- Designed extensible implementation that allows users to create agents by inheriting from the QAgent class and only requiring overriding two functions.
- Demonstrated algorithm by creating sample agents with different movement styles (cardinal vs tank style) and trained them both to approach a target.
- Created browser demo that demonstrates table weights in realtime (see GitHub)

Submitty | Troy, NY   Jan 2023 - Aug 2023

Full Stack Developer

- Using PHP, Javascript, Twig, Python, HTML, CSS, Python, and PostgreSQL to develop a website that manages courses for computer science departments of several schools.
- Developing major site features such as pronouns in user profiles, calendar overhauls such as filtering, coloring, and fixing assignment setting bugs.
- Improved security for Notebook zip downloads.

Sanofi | Bridgewater, NJ, Hybrid   Jun 2022 - Present

Intern in Global Regulatory CMC

- Working with the regulatory department on Accumulus Synergy and FHIR standard in XML in order to test the Accumulus platform and help bring healthcare data to a unified cloud.
- Supporting product life cycle management by creating documents such as GRCSD and Product Overviews based on regulatory information from various documents using Veeva Vault, Word, and Sharepoint.
- Performing queries and remediating data in Veeva Vault RIM to assist in data integrity.

Shuttle Tracker | Troy, NY   Jan 2022 - May 2022

Server Developer - https://github.com/wtg/Shuttle-Tracker-Server

- Worked on a large project that serves the campus community by tracking the location of shuttles.
- Implemented analytics endpoints in the server using Swift, JSON, and PostgreSQL.
- Designed solutions for server-end goals, such as receiving and storing analytics data from various front ends and calculating and displaying data quality for bus locations and documented thoroughly on the GitHub wiki.

Skills

Languages: C++, C, Python, Java, HTML5, CSS, Javascript, PHP, Twig, PostgreSQL, C#, Swift, JSON

Software: Unity, Godot, Unreal, Adobe Photoshop, Veeva Vault RIM, Autodesk Maya, Microsoft Office, Git, Perforce

Activities

- Google Developer Student Club Lead
- Member of Computer Science Honor Society Upsilon Pi Epsilon
- Member of Service Fraternity Alpha Phi Omega