

# Mahi Pasarkar

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## 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 in C#** | 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)

**Submittity** | Troy, NY

Jan 2023 - Present

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, improving the page for viewing student and grader data, and fixing assignment setting bugs.
- Improving workflow by creating GitHub actions to automate repetitive tasks and creating tests using Cypress.

**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 GRCS 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

**Programming Languages:** C#, C++, C, Python, GDScript, Java, Swift, JSON, Docker, MIPS Assembly, LaTeX, Prolog, Scheme, Haskell, HTML5, CSS, Javascript, PHP, Twig, PostgreSQL

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

## Activities

- Member of Computer Science Honor Society Upsilon Pi Epsilon
- Member of Service Fraternity Alpha Phi Omega