

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: 3.62

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

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

Software Developer

- Using PHP, Javascript, Twig, Python, HTML, CSS, and PostgreSQL to develop a website that manages courses for computer science departments of several schools.
- Using PHP, Javascript, CSS, and Twig to add a pronouns field to user profile pages.
- Creating migrations in Python to alter fields in the PostgreSQL database in order to store user pronouns.
- Using PHP, Javascript, Twig, and CSS to display pronouns to instructors in relevant areas.

Sanofi | Bridgewater, NJ, Hybrid

Jun 2022 - Present

Intern in Global Regulatory CMC

- Working with the regulatory department on Accumulus Synergy and FHIR standard 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 Service Fraternity Alpha Phi Omega
- Member of the National Society of Leadership and Success