Navina Mahesh

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EDUCATION University of California, San Diego

Expected Graduation: June 2023 Intended major: Computer Science

Major GPA: 4.0 Cumulative GPA: 3.9

COURSEWORK College Coursework: Introduction to CS Part I: Python and Java, Introduction to CS Part II: Java, Basic Data Structures and Object-Oriented Design, Software Tools and Techniques Lab, Discrete Mathematics, Calculus for Science and Engineering, Calculus and Analytic Geometry for Science and Engineering

SKILLS

Python, Java, C++ HTML, CSS, Unix

EXPERIENCE Research

May 2020 - Sept 2020

- Worked with Professor Gerald on research centered around Computer Science Education
- Conducted data analysis with Python (Pandas, NumPy, SciPy) to understand why transfer students struggle to succeed in lower division CS classes
- Submitted our research paper to the SIGCSE Technical Symposium for March 2021 (largest computing education conference worldwide)
- Research paper: https://bit.ly/2QSyJAs

Computer Science Tutor (UCSD CSE department) September 2020 - December 2020

- Upcoming tutoring position for CSE 8A [Introduction to CS (Java)]
- Duties include hosting lab hours to clarify introductory concepts such as looping, conditionals, syntactical issues etc.
- Other responsibilities include assisting students in debugging programs and grading exams as well as programming assignments using Gradescope

AthenaHacks at USC

April 2020

- Built a game to teach college students about living a balanced life by allowing the user to make a series of conflicting choices.
- The game updates their mental health, academic, social and sleep levels based on the choices they make. If any level gets depleted (or maxed out), the user loses the game.

PROJECTS 2048

• Created a Java version of the single-player game 2048 so that it can be played in the terminal (text-based)

Movie ratings predictor

- Implemented a Java version of the bag of words model used in Machine Learning
- Created a program that predicted ratings of movie reviews based on analysing previous reviews that already had ratings associated with them.

Pokemon game simulator

- Implemented a simplified Pokemon game simulator in Java
- Simulator could battle a wild pokemon, catch a pokemon and interact with the pokemon storage system (which trainers can use to store their pokemons)