

Navya Yagalla

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EDUCATION

University of Michigan

School of Literature Science and the Arts

Ann Arbor, MI

Bachelor of Science in Computer Science & Bachelor of Science in Cognitive Science

May 2025

- Courses: Intro to Computer Organization (EECS 370), Foundations of Computer Science (EECS 376), Data Structures and Algorithms (EECS 281), Discrete Mathematics (EECS 203), Calculus II (MATH 116)
- Awards: William J. Branstrom Freshman Prize Recipient - awarded to freshmen ranking in the top 5% within LSA.
James B Angell Scholar: 2 consecutive terms of all A's and University Honors.
- Scholarships: National Merit Scholarship, University of Michigan Regents Merit Scholarship, Ralph G. Conger Scholarship

EXPERIENCE

Michigan Daily

Ann Arbor, MI

Mobile Application Developer

February 2023 - Present

- Fixed and tested patches for user-reported bugs on various devices that surfaced between updates of the versions of the app.
- Collaborated using React Native to code the navigation page of the Michigan Daily mobile app which supports 5000 users.

University of Michigan Information and Technology Services

Ann Arbor, MI

Student Manager & Technology Consultant

May 2022-Present

- Aided users of Campus Computing Sites with selected technology resources and services such as technology consulting.
- Diagnosed technology issues and delivered solutions while facilitating next steps for 20 customer appointments per day.
- Performed device troubleshooting, data transfers, and carried out operations at 3 different locations around campus.

PROJECTS

Piazza Post Classifier (Machine Learning)

Ann Arbor, MI

Developer (Class Project)

January 2022 - May 2022

- Designed and cooperatively programmed a machine learning post classifier whose goal was to identify potential topics of diverse Piazza posts based on contents of post, achieving 89% accuracy in classification. Project was written in C++.
- Employed basic natural language processing techniques to analyze words in each Piazza post and classify each to categories.
- Trained and coded using a data set of over 1000 entries, and tested on a diverse variety of post length and content.

Good Deeds Fortune Machine

Grand Rapids, MI

Project Manager / Founder (Personal Project)

August 2020 - May 2021

- Created a pop-up machine focused on asking its user questions related to personality, and based on responses, printed out a good deed suggested to be completed. Printer code and technology utilized Arduino IDE along with AdaFruit technology.

Cash Piggy App

Grand Rapids, MI

Project Manager and Developer

August 2020 - May 2021

- Constructed an interactive game centered around catching coins by moving a piggy bank by pressing arrow keys. Users had to collect a set number of coins to win, difficulty increased as time went on. Game backend was based on JavaScript.
- Utilized studio code to implement game features such as buttons, icons, movement logistics, and home screen.

Kids' Food Basket Youth Action Board

Grand Rapids, MI

Board Member & Project Head

August 2019 - May 2021

- Raised \$2500 by heading a COVID-19 relief fundraiser for children reliant upon school lunches for nourishment.
- Organized food drives to gather resources used to supply over 5000 lunches for children experiencing food insecurity.

SKILLS & INTERESTS

- Technical Skills: Python, Django3, React JS, React Native, C++, JavaScript, Arduino, HTML, CSS, XCode & VSCode IDEs
- UX Design: Figma, wireframing, prototyping, user research
- Interests: Guitar, chocolate chip cookies, and social activism. Let's discuss how positive psychology can intersect with music!