APARNA LOHMOR

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EDUCATION

University of Minnesota Twin Cities, College of Science and Engineering
Bachelor of Science: Computer Science, May 2024
• **GPA: 3.75**, Dean's List for Fall 2020, Spring 2021 semesters
• **Relevant Coursework:** Algorithms & Data Structures, Intro to Programming in Python, Machine Architecture and Organization, Discrete Structures
• **Awards:** Grace Hopper Conference '21 Scholarship, Global Excellence Scholarship, Undergraduate Research Scholarship

SKILLS

• **Programming Languages:** Python, Java, SQL, HTML, CSS , JavaScript, C, R
• **Tools & Frameworks:** JUnit, jQuery, Git, Bootstrap, Node.js, Express.js, IntelliJ, VS Code

PROFESSIONAL EXPERIENCE

TEACHING ASSISTANT, Intro to Programming, Dept. of Computer Science **Spring 2021 - Present**
• Lead office hours using leadership and communication skills to teach 120 students in Python
• Collaborate efficiently in a team of teaching assistants to proctor and grade exams and homework assignments

UNDERGRADUATE RESEARCH ASSISTANT, Dept. of Computer Science **Fall 2020 - Spring 2021**
• Analyzed human behavior by filtering 80,000 Instagram and Twitter comments, using Python (Pandas)
• Consolidated analysis by filtering out languages and emojis from JSON and CSV files using Langdetect

PROJECTS

Impact of COVID-19 on transition methodologies in MN (Independent Research Project) **Summer 2021**
• Analyze the transition trends in Minnesota during 2019-2020 for 98,000 deaths caused by COVID-19 by cleaning data and using statistical models for data processing in R
• Used Chi-square test and multivariable logistic regression modelling to assess differences in transition methodologies and to associate subject demographic factors with transition status

Time Management App (HTML, CSS, JavaScript, Bootstrap) **Summer 2021**
• Developed a time management app (a Pomodoro clock), to increase work efficiency and productivity
• Designed and implemented web pages using JavaScript, Bootstrap, CSS, and HTML
• Used Javascript to implement a timer on the app, that triggers a sound notification when the time is up
• Improved the app based on 12 users' feedback

Maze Solver Simulation (Stacks and Queues using DFS and BFS in Java) **Spring 2020**
• Developed a random maze; used the depth-first search method to generate a temporary array to check if corresponding cells are empty; empty cells/neighbor cells are then pushed into the Stack to create the maze
• Used breadth-first search method to solve maze by checking if cells were visited and added them to the Queue if they were unvisited