

# Pavi Vetriselvan

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## Education

*Class of 2017*

### University of Michigan - College of Literature, Science, and the Arts

B.S. in Computer Science, Minor in Art (GPA: 3.17)

Relevant Coursework: *Calculus II, EECS 280 - Programming and Intro to Data Structures, EECS 203 - Discrete Math, EECS 281 - Data Structures and Algorithms, EECS 370 - Introduction to Computer Organization (currently enrolled)*

## Work Experience

### Intern, iXperience (June 2015 - August 2015)

- Worked at an educational startup in Cape Town called iXperience, utilizing SCRUM and agile development processes to create an online content management platform called iX Launch.
- Launched a beta version of the app in 4 weeks and attracted over 300 users within the first week. We are currently running closed beta tests before launching later this Fall.
- Used WordPress to create profile features, acquire original content pieces, and run A/B tests for page performance

## Leadership

### Director of User Experience, MHacks 6 (April 2015 - September 2015)

- Organized the University of Michigan's bi-annual hackathon that draws 1300 of the top computer science, entrepreneurial students from across the world for 36 hours of creation
- Attended by companies seeking to recruit top technical talent, such as Google, Apple, Microsoft, a16z, KPCB and more
- Roles include user experience development (of students and sponsors), sponsor acquisition, initiative implementation, diversity outreach, and product management

### VP Community, optiMize (April 2015 - Present)

- Acted as a liaison between optiMize and the University of Michigan, speaking with professionals from the Center for Entrepreneurship and Innovate Blue program to encourage social innovation efforts on campus
- Increased event attendance and participation by over 50% by planning team-engagement activities and workshops that utilized student and faculty mentors in order to promote idea formation, business development, and elevator pitching

### gEECS, Girls in Electrical Engineering and Computer Science (September 2013 - Present)

- Led 4<sup>th</sup>-6<sup>th</sup> grade girls through activities at Science Night, a science fair planned through a student group called FEMMES, in order to encourage their passions for STEM fields
- Planned a Lego activity to introduce 4<sup>th</sup> - 6<sup>th</sup> grade girls to Computer Science in order to encourage diversity in the field

## Projects

**Snack Overflow** - A web app that tackles the issues of food waste and hunger in South Africa

**Hardware Launchpad** - A hardware checkout system for students at UM

**Bro** - Used Swift and Parse in order to create my first iOS app, modeled off of Yo.

## Skills

**Proficient:** C++, Ruby on Rails, HTML/CSS

**Familiar:** Python, Javascript

**Design:** Photoshop, Illustrator, InDesign