Adhav Rajesh

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Education

University of Michigan Ann Arbor, MI

Bachelor of Science in Engineering, Computer Science *May 2026*

GPA: 3.91/4.0

Relevant Coursework: Data Structures and Algorithms, Discrete Math, Programming and Data Structures

Experience

Ford Motor Company June 2023 – Aug. 2023

Software Engineering Intern *Dearborn, MI*

- Proposed and implemented an autonomous data retrieval script utilizing the Splunk Python API and Pandas leading to a remarkable 4000% increase in operational efficiency.
- Devised a Java algorithm using the Network Interface API for network classification in production app, optimizing user experience for 5,000+ monthly users.
- Collaborated in a fast-paced, AGILE environment using Rally for project coordination and delivery.

QuantumGrad June 2021 – Present

Volunteer Lead App Developer *Remote*

- Independently developed a Flutter mobile application featuring user authentication, self-updating news feed, search capabilities, modifying profile details, and saving, liking, and commenting on articles.
- Integrated REST APIs via Flutter's http package for seamless JSON data retrieval and asynchronous parsing.
- Created a single codebase for iOS and Android, demonstrating cross-platform proficiency.

University of Texas at Dallas May 2021 – Sep. 2021

Volunteer Research Intern *Remote*

- Performed Python data analysis to evaluate annotator agreement across multiple data sets and engineered a Python algorithm automating JSON parsing into a Pandas Dataframe, facilitating access to 20,000+ data values.
- Collaborated with a team of 6 research interns, earning recognition as the top-performing intern for exceptional contributions and leadership skills.

Projects

NASA SUITS Challenge | *C#, Unity, Microsoft MRTK, Git* Sep. 2022 – May 2023

- Constructed a full-stack AR interface using Unity Engine and Microsoft MRTK for astronaut EVAs, tested and presented at Johnson Space Center with Microsoft Hololens.
- Crafted C# scripts and directed full-stack teams to create vital interface features like eye-gaze responsive Geosampling, Raspberry Pi hardware, and context-based voice commands for NASA missions.
- Delegated and scheduled development and design tasks across feature teams, leveraging AGILE methodology for efficient project execution and successfully increasing the FOV of Hololens with software voice commands.

SQL Simulator | *C++, Git* Mar. 2023

- Developed a comprehensive SQL simulation program supporting critical commands (GENERATE, INSERT, DELETE, etc.), utilizing Binary Search Trees and Hash Maps for optimized data handling.
- Orchestrated an exhaustive suite of unit tests, executing test cases to thoroughly examine each SQL operation.

Leadership Experience

President/Project Manager May 2023 – Present

University of Michigan CLAWS (Collaborative Lab for Advancing Work in Space) *Ann Arbor, MI*

- Pioneered the creation of an agile-centric project plan, while managing task allocation to 90+ team members within 7 sub-teams, ensuring seamless execution and optimal resource utilization.
- Spearheaded dynamic recruitment initiatives resulting in a notable 200% expansion in club membership.
- Facilitated club events and fostered a vibrant community through hackathons and coding challenges.

Skills

Languages: C++, Python, Java, JavaScript, Dart, HTML/CSS, LaTeX
Frameworks / Tools: Unity Engine, Git, Flutter, Pandas, NumPy, MatPlotLib, Vim, Bash
Interests: Quantum Computing, Gymnastics, Watches, Rock Climbing, Food/Cooking, Classical Piano