

Ria Kaimal

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Education

Georgia Institute of Technology

Bachelor of Science in Computational Media

Atlanta, GA

Expected 2026

4.0 GPA

Dean's List Student

Relevant Coursework: Data Structures & Algorithms, Object-Oriented Programming, Discrete Math for Computer Science, Graphic & Visual Design, Intro to Computing

Work Experience

Dunkin' Donuts

Food and Beverage Manager

Cumming, GA

Feb 2021 – July 2022

- Proficient in efficiently managing tasks within a fast-paced environment, ensuring timely and accurate customer order fulfillment.
- Adapted effectively to dynamic and demanding work settings, showcasing the ability to handle multiple responsibilities with precision and composure.
- Developed a strong problem-solving mindset when addressing customer inquiries, enabling the resolution of various issues promptly and effectively.

Projects

ChatBot Project

October 2023

- Developed a responsive chatbot leveraging OpenAI's GPT for real-time user interactions, enhancing customer engagement.
- Utilized **JavaScript** for backend integration and designed an intuitive UI/UX platform using **HTML, CSS, and Figma**
- Managed version control and collaborated with team members using **GitHub**, ensuring smooth project progression and timely updates

NBA Statistics App

May 2023

- Developed a Java application that leveraged two NBA APIs to provide users with comprehensive information about NBA teams, including statistics and logos.
- Utilized **RESTful API** requests and **JSON parsing** for data retrieval GUI framework (**JavaFX**) for the user interface
- Implemented caching mechanisms to optimize and enhance system performance and deliver a user-friendly application.

iTunes Gallery App

April 2023

- Integrated the iTunes API using **Java**, leveraging the power of Gson and **JSON** to parse and process data, dynamically fetching and displaying album covers.
- Developed a responsive interface with **JavaFX**, enabling users to effortlessly search for movies, artists, actors, or albums.
- Utilized Gson for JSON serialization/deserialization, ensuring streamlined data management and accuracy.
- Developed the project via MacOS Terminal, utilizing its **Unix-based command-line interface** for efficient operational tasks.

FBLA Publication Design (5th place in nation)

November 2020 - March 2021

- Utilized **Adobe Photoshop and Illustrator** to meticulously design all elements of the subscription box, including packaging, merchandise, and an exclusive game guide, ensuring a cohesive and immersive experience.
- Crafted visually appealing flyers for promotion for gaming events, employing Adobe design software to create compelling visuals.

Involvement

SEWA International: LEAD Program

August 2020 - Current

- Participated in SEWA International's LEAD Program, focusing on leadership development, community engagement, global perspective, personal growth, collaboration, and impactful projects.
- Worked in 7 voting drives to encourage people to vote and register those who weren't already registered
- Demonstrates commitment to leadership, social responsibility, and community service

Technology Student Association - Co-VP

October 2020 - May 2022

- Led the organization in planning events, managing projects, and promoting technology education.
- Organized and executed technology-focused events, workshops, and competitions that facilitated skill development and fostered interest in technology fields.
- Mentored and guided junior members, imparting knowledge, and encouraging their growth in technology-related pursuits.

Skills

Technical: Java, Javascript, ReactJS, Linux, HTML, CSS, REST API, Figma, SSH, IntelliJ, GitHub, MS Office, Adobe Creative Cloud

Languages: English (Proficient), Hindi (Proficient), Spanish (Basic Proficiency), Malayalam (Basic Proficiency)