

SUSHRUT (RISHI) DESHPANDE

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High-achieving high-school sophomore with a track record of academic excellence and extra-curricular achievements. Diligent and thoughtful individual who is interested in working on hands-on experiential projects.

EDUCATION

Carlmont High School Class of 2028, STEM Focus

Belmont, CA

Key ongoing courses: Honors Pre-Calculus, Physics, Advanced English 2, AP World History

Completed courses: Advanced English (A), Spanish (A), Algebra 2 / Trigonometry (A+), Biology (A+)

GPA: 4.00

Sandpiper Middle School Class of 2024

Redwood City, CA

Recognized for Mathematics Excellence (top student in the graduating class)

Johns Hopkins University – Center for Talented Youth (CTY)

Baltimore, MD

High Honors Student (SCAT Score: Quant: 495 | Verbal: 465)

Coursework: Crafting the Essay (Grade: A, Fall 2024) | Introduction to Python (Grade: A, Fall 2023)

Spanish Language, Basic (Grade: A+, Spring 2023) | Cryptology: Math and Codes (Grade: A+, Fall 2022)

June 2022 – Present

X-Camp Academy and Juni Learning

Online

Education

Coursework: Advanced Python (Fall 2024) | Intermediate C++ (Spring 2025)

C++ Depth First Search Algorithms (Summer 2025) | USACO Prep (Fall 2025)

EXPERIENCES AND PROJECTS

UC Irvine, Gifted & Talented Institute (GATI)

Summer 2025

Residential Fellow, Game Science & Entertainment Technology (GATI X GSET) program

- As one of 30 GSET Fellows selected for the program across all high-school grades, learned about Game Development technology and entrepreneurship from professors and industry experts.
- As a member of a team of 4, developed an interactive ‘fishing’ game using C# and Unity. Demo’ed the game and presented the business plan to an audience of 50+ attendees at the end of the program.

NBA Game Scores Tracker

2023 – 2024

- Developed an online API based application in Python to get NBA scores for live and completed games from 2008 to the present. Used the Restful API provided by API-SPORTS.

Chatting Application

2022 – 2023

- Created a messaging application using the client-server programming model. Utilized socket programming in Python to develop the application.

Wordle 2.0

2021 – 2022

- Utilized list and map data structures to create a locally-hosted Wordle application. Built a small database of 5-letter words for the application to pick from.

EXTRACURRICULAR ACTIVITIES

Carlmont High School: Team Manager, Freshman Basketball

2024 – 2025

Sandpiper Middle School: Basketball team (6th - 8th grades), Volleyball team (7th grade)

2021 – 2024

Paid Coaching Instructor: Coached two elementary school students in Basketball

Summer 2024

SKILLS AND INTERESTS

Programming

C++, C#, Python, APIs, HTML

Speaking

English (Native), Marathi (Basic), Spanish (Beginner)

Personal

Visiting National Parks, reading mythological fiction, playing trumpet (beginner-level)