# Rithwik Garapati

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## EDUCATION

**University of California, Irvine**                                   Irvine, CA

*Bachelor of Science in Computer Science GPA: 3.909 (Dean's Honors List)*     *Sept. 2022 - June 2025*

- **Technical Courses**: Intermediate Python Programming, Python Programming and Libraries, Introduction to C++, Introductory Computer Organization, Data Structures and Algorithms
- **Math Courses**: Linear Algebra, Boolean Logic and Discrete Structures, Discrete Mathematics

## TECHNICAL SKILLS

**Languages / Softwares:** Python, C++, Java, HTML, CSS, JavaScript, R, Git
**IDE's:** PyCharm, VS Code, Vim
**Certifications:** Mastering Data Structures and Algorithms using C++,
            Frontend Developer Path on Scrimba - In progress

## EXPERIENCE

**Math Instructor II**                                   June 2023 - Sep 2023

*Mathnasium*                                             *Sammamish, WA*

- Professionally tutored students in math concepts ranging from Pre-algebra to Calculus
- Worked with 4 students simultaneously and logged every individual's session activity

**Lab Tutor**                                            Jan 2023 - May 2023

*UC Irvine*                                              *Irvine, CA*

- Tutored Introduction to Computer Science in Python
- Carefully assisted students with any concerns with their assignments using techniques including hand simulating code and socratic questioning
- Helped in debugging code and providing resources to make students independent learners

**Developer Intern**                                     June 2021 - Aug 2021

*Code Day Labs*                                          *Remote*

- Collaborated in a team of three to build a visual novel
- Developed utilizing Ren'py language on Atom IDE and employed Git for version control and collaboration

## PROJECTS

**Exercise Tracker** | *HTML, CSS, JavaScript, Firebase, Figma*          August 2023

- Developed a web application that helps document my exercise routines, monitor progress, and optimize my workouts
- Designed frontend using Figma, later transformed into code using HTML and CSS on VS Code
- Used JavaScript to add functionality and Firebase to store data in the cloud and retrieve it
- Deployed it to the web using Netlify and saved it as an app on my phone

**UCI Eats**| *Python, HTML, CSS, JavaScript, Flask*                     January 2023

- Developed a web application that lets users rate and comment on the dining hall food at UC Irvine.
- Designed backend using Python, frontend using HTML, CSS, and JavaScript, and connected both through Flask. This was done as part of Hack at UCI 2023

**Tetris Game** | *Python, pygame*                                       December 2022

- Developed a console based simulation of Tetris game using Python with limited functionality
- Added the user interface using pygame, a 3rd party library