Riya Gupta

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EDUCATION

University of Illinois at Urbana-Champaign May 2023
Bachelor of Science in Computer Science + Linguistics
- **GPA: 3.92**, Dean's List Spring 2020
- Relevant Coursework: Data Structures, Algorithms (In Progress), Web Programming (In Progress), Databases, Intro to Computer Systems, Software Design Studio, Discrete Structures, Text Information Systems, Intro to Computer Science

TECHNICAL SKILLS

Languages: Python, C/C++, JavaScript, Java, SQL, HTML/CSS
Tools/Frameworks: Git, Node.js, Android SDK, Flask, React, Material-UI
Technologies: Docker, AWS, MongoDB, PostgreSQL, Neo4j, Google Cloud Platform, Figma

EXPERIENCE

Cargill Innovation Lab May 2021 – Aug 2021
Software Engineering Intern
- Created a product management tool focused on developing 5000+ products for Fortune 500 client
- Built a responsive, full-stack web app allowing users to ideate new products (React, Docker, Flask, PostgreSQL)
- Implemented a REST API capable of handling sorting, searching, and filtering data according to user preferences
- Collaborated with Cargill stakeholders to define requirements, respond to feedback, and receive approval on tool

UNICEF Jan 2021 – June 2021
Software Developer, Designer
- Contributed to streamlining user experience and accessibility for UNICEF's Internet of Good Things progressive web app (JavaScript, Python, Preact, Figma)
- Created high fidelity user-flows aimed at providing ease of access to vital informational resources for 1,000,000+ users in 64+ countries

Juni Learning Sept 2020 – June 2021
Computer Science Instructor
- Taught object-oriented programming and principles of web development weekly to 7 elementary and middle school students (Python, JavaScript, HTML, CSS)

Hackers/Founders Jun 2020 – Aug 2020
Software Developer Intern
- Built a backend for a management system application to help store client information and schedule appointments for a team of 5 company administrators (Python, Flask, MongoDB, Docker, AWS)
- Improved accessibility and quality of information retrieval process by 30%

PROJECTS

Battledish Galactica [Best Developer Prototype - Cargill Summer Hackathon 2021]
- Created a full-stack space-themed gaming web app for consumers to choose their favorite of two randomly selected dishes (JavaScript, Python, Pandas, React, Flask, Figma)
- Built REST API to search, sort, and export dish data to Excel spreadsheets

Crazy Pong
- Implemented a custom version of ping pong with special obstacles to make the game more interesting and challenging (C++, Cinder creative coding library, Choreograph animation/timing library)

Guess A Synonym
- Programmed a guessing game that allows users to strengthen their vocabulary (Java, Android Studio)
- Utilized a REST API to extract synonyms and compare them to user inputs

LEADERSHIP

Women In Computer Science (WCS) Jan 2021 – Present
Technical Chair
- Creating technical resources for members to improve industry level skills
- Organizing annual hackathon (Code Ada), WCS technical events, and weekly workshops
- Guiding 8 software development teams in semester long projects for UIUC's Engineering Open House event

Pulse May 2020 – Mar 2021
Women-In-Tech Committee Staff
- Collaborated with a team of 23 to plan organization's week-long conference and events
- Connected Engineering and Computer Science students with female representatives in technology