Roma Solapurkar

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EDUCATION

University of California, Santa Cruz | B.S. in Computer Science   Expected June 2025
GPA: 3.84/4.0
Relevant Coursework: Data Structures and Algorithms, Computer Architecture, Principles of Computer System Design, Database Systems, Software Engineering, Web Applications, Natural Language Processing

EXPERIENCE

Asurion Software Engineer Intern   **Nashville, Tennessee**
Asurion   *June 2024-September 2024*
- Enhanced the ServiceNow platform by repairing forms, implementing continuous integration practices, and adding new workflows, which resulted in a 50% increase in efficiency and improved overall user experience.
- Designed and created forms on the ServiceNow platform, with hands-on experience managing the Configuration Management Database (CMDB) and workflows.
- Designed and implemented a custom application to streamline call-center workflows, integrating Observe.AI's API to automate agent performance analysis and feedback loops.
- Developed a business case for innovative solutions aimed at driving company growth and improvement.

AI Studio Fellow   **Cornell Tech**
Google   *August 2024- Present*
- Developing a supervised ML model to predict search query rankings with 99% accuracy based on historical data, enabling more precise search optimization.
- Collaborating with a team of four, receiving ongoing feedback and guidance from Google's Data Science and Analytics team, including Data Scientists and Machine Learning Engineers.

Cornell Tech AI/ML   **Cornell Tech**
Breakthrough Tech AI/ML Fellow   *May 2024-August 2024*
- Developing multiple machine learning projects, engaging in advanced AI initiatives, and collaborating with industry experts.
- Conducted data analysis on the Airbnb NYC "listings" dataset, utilizing decision tree and KNN machine learning models to optimize feature selection and hyperparameters for model performance.

3D Faces Research   **UC Santa Cruz**
Student Researcher   *September 2022-January 2023*
- Designed experiments to emphasize the impact of camera angles on lower data sets for 3D reconstructions by using computer-aided-design (CAD) platforms, such as Agisoft and Meshlab
- Engineered plots that showcased the effectiveness of rendering classic stereo methods in 3D face reconstructions with a limited number of images using DSLR cameras to understand the importance of noisy data

PROJECTS

Wordle Mobile Application Project   **UC Santa Cruz**
Projects   *August 2023-September 2023*
- Designed and programmed a unique word puzzle game app offering varied gameplay options, including different numbers of guesses and customizable word lengths.

LEADERSHIP EXPERIENCE

Google Developers Student Club UCSC Chapter   **UC Santa Cruz**
Instructor, former Solution Challenge Coordinator, former Director of Internal Affairs   *December 2021-Present*
- Organizing team projects, managing internal operations, and fostering a collaborative learning environment

Society of Women Engineers (SWE)   **UC Santa Cruz and Fremont High School**
Current Member, Former Events Coordinator   *August 2018-Present*
- Spearheaded inter-school events for 50-100 attendees, and actively contributed to SWE's mission

SKILLS & INTERESTS

Skills: Swift, Python, Java, C, C++, HTML, CSS, SQL, Vue.js, Haskell, Flutter, Leadership, Problem Solving

Interests: Data Analysis, Web/Mobile Development, AI/ML, Software Engineering/Development