SAKSHI ROONGTA

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EDUCATION

Carnegie Mellon University
B.S. In Computer Science and Business Administration
GPA: 3.52/4.0
Pittsburgh, PA | Expected May 2021

RELEVANT COURSEWORK

15-210: Parallel and Sequential Algorithms
15-440: Distributed Systems
15-381: Artificial Intelligence
15-251: Great Theoretical Ideas In Comp Sci
15-455: Complexity Theory
15-150: Functional Programming
21-241: Linear Algebra (Matrices)

SKILLS

Python
C/C++
Java
HTML/CSS
JavaScript
Functional Programming
Assembly (x86)
Git
SQL
Android Studio
Flask
Unity
Excel

EXPERIENCE

Carnegie Mellon University, Institute For Software Research | Research Assistant
June 2019 – Aug. 2019 | Pittsburgh, PA

- Designed and developed an application in C++ to simulate a four-way intersection for autonomous vehicles using vehicle-to-vehicle communication
- Induced and studied delays and failures in network and how to maintain safety despite those delays

Infosys | Intern
June 2018 – Aug. 2018 | New York, NY

- Built a full stack application using Python, Django, and SQL to create a portfolio based on risk-adjusted momentum investing
- Researched financial papers to develop algorithm that calculates a stock's momentum and z-score and creates a well-balanced portfolio that limits turnover

PROJECTS

Tl;Dr | Tartan Hacks Winner, Sandia National Labs Choice | Feb. 2019

- A Chrome extension that compiles and summarizes the most notable sections of End User License Agreements (EULAs)
- Uses Natural Language Processing Algorithm to process text

ChordBuddy | Summer 2019

- Python game that helps students memorize guitar chords
- TensorFlow based neural networks analyze the sound and shape of chord played to determine if user played chord correctly

Moodify | Summer 2019

- Python app that creates personalized Spotify playlists based on mood
- Uses machine learning to classify songs into different moods based on features of song

Sailaway | Build18 Hackathon | Jan. 2018

- VR boating game in Unity with a moving platform that responds to the movement of the VR controllers
- Platform contains timing belt connected to a motor and is connected to game using Arduino and circuit