

# SAMEEKSHA MEHROTRA

(469) 531-7054 | saasha.mehrotra@gmail.com | [linkedin.com/in/sameeksha-mehrotra](https://linkedin.com/in/sameeksha-mehrotra) | [github.com/sameeksha-mehrotra](https://github.com/sameeksha-mehrotra)

## EDUCATION

**The University of Texas at Austin**, Austin, TX

May 2028

*Bachelor of Science in Computer Science*

- **Minors:** Statistics and Data Science, Business
- **Relevant Coursework:** Data Structures, Machine Learning, Web Development, Data Visualization, Computer Architecture
- **Honors/Awards:** 2024 National Center for Women in Technology (NCWIT) Aspirations in Computing High School Award  
North Texas Affiliate Winner

## SKILLS

- **Programming Languages:** HTML, CSS, Java, JavaScript, R, Python, C, C++, SQL,
- **Tools:** React, JIRA, Eclipse, RStudio, VS Code, Bootstrap, Spring Boot, Unity, Blender, PyTorch, Tensorflow, JQuery, SQL
- **Certifications:** Microsoft 2020 “Introduction to Programming Using Java”; Microsoft Word and Excel
- **Languages:** Fluency in English, Hindi; Proficiency in Spanish

## TECHNICAL PROJECTS

**Detroit Traffic Crashes Speeding Analysis**, *Statistics and Data Science Minor*, UT Austin

September 2024 – May 2025

- Built and evaluated ML models (Decision Tree, SVM, KNN, Logistic Regression) achieving up to 90.7% accuracy; used SHAP library for feature importance and interpretability
- Generated visualizations by analyzing factors like driver age, lanes, and speed limit influencing speeding to derive insights, such as lower speeding likelihood with more occupants, and presented findings to class

**Evil Hangman Game**, *Data Structure Course*, UT Austin

February 2025

- Developed Evil Hangman - a Java-based game that cheats by delaying word selection
- Implemented methods for game preparation, guess processing, pattern updates, and difficulty levels, partitioning words into families based on guesses
- Optimized for edge cases including repeated guesses and random word selection; incorporated debugging mode for testing with small and large dictionaries
- GitHub: [github.com/sameeksha-mehrotra/Evil-Hangman](https://github.com/sameeksha-mehrotra/Evil-Hangman)

## EXPERIENCE

**Citibank**, *USPB Merchant Services Credit Intern*, Hybrid

June 2025 – August 2025

- Developed an executive-level presentation for senior managers, detailing data analytics and modeling for enhanced governance and JIRA tracking
- Designed and implemented customized, reproducible JIRA dashboards to improve compliance monitoring and vulnerability tracking across all co-branded cards going forward
- Utilizing JQL, engineered and implemented smart JIRA filters to streamline tracking processes, increasing delivery efficiency and reducing manual overhead by 20% across development cycles

**Citibank**, *Unified Lending Software Engineering Intern*, Hybrid

June 2024 – July 2024

- Engineered JUnit tests on Spring Boot and mapped end-to-end flow of Flex Loan Pay options on Citi's website
- Collaborated cross-functionally with scrum teams and senior managers to support production lending systems
- Designed and delivered technical presentation to 100+ interns, engineers, and Citi alumni, earning top feedback

## CAMPUS/OTHER INVOLVEMENT

**Longhorn Neurotech**, ML - Computer Vision & Reinforcement Learning *Software Engineer*, Austin

October 2025 – Present

- Building ML-driven brain-computer interface (BCI) assistive technology using computer vision, reinforcement learning, object detection, and autonomous navigation to support shared-control wheelchair mobility systems

**Raas Rodeo**, *Tech Chair*, Hybrid

June 2025 – Present

- Developed the organization's first-ever website using React and VS Code, integrating external APIs and deploying via a custom domain to enhance user experience and brand presence
- Directed digital strategy and branding by leading content creation, high-impact video production, and creative campaigns across platforms like Instagram and TikTok, boosting engagement by 40% and Instagram reach by 25%

**STEM-E Youth Career Development Program**, *Programmer, Blogger*, Remote

March 2023 – May 2025

- Collaborated with programmers via GitHub to model 3D cars in Blender and develop a 3D educational racing mobile game using C++ and Unity
- Authored and published 5+ blog posts and magazine articles, generating 70+ views and promoting engagement with tech and game development topics