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EDUCATION

New York University's Tandon School of Engineering, Brooklyn, NY — May 2021
B.S. Computer Science — GPA: 3.1
Relevant Coursework: Computer Architecture, Data Structures & Algorithms, Object-Oriented Programming, Web Design
Achievements and Honors: Beta-Developer Tester for FTC, Control Award Nominee (Top 6 in World) for Best Programming at 2016 FIRST Robotics World Championships, Lead RobotC Instructor at various FIRST Robotics Statewide Conventions, Say Watt Robotics World Qualifiers (2011-2016), MS PowerPoint Certification from Microsoft, AP Scholar with Distinction, Dancer Performer at Disneyland Paris, Dance Performer at Lincoln Center, Dance Performer at Carnegie Hall

SKILLS

Software Languages: C++, CSS, HTML, Java, JavaScript, Python, Swift (novice)
Software Packages: Adobe CC, Ajax, Android Studio, Arduino IDE, Audacity, Dev-C++, Flask, GitHub, Google SketchUp, Microsoft Office, NetBeans, RobotC, VMware WorkStation, WordPress, XCode
Hardware: Arduino, Dremel, Hand Mill, Laser Sight Drill, Heat Gun, MakerBot 3-D Printer, Myo, Oculus Rift S, Soldering Iron
Languages: English: fluent, Hindi: fluent

ACADEMIC PROJECTS

Horror Maze Tutorial (Unity3d, C#) — Summer 2019 - Present
- An easily downloadable unity VR Horror demo for rapid development and testing of other projects
- Tutorial sources and reverse engineering questions in readme
- Review of the new Rift S and Unity Oculus SDK for perspective developers

Lynx (Arduino, Google SketchUp, Swift, XCode) — Fall 2017 - Winter 2018
- Created a Lynx module using Arduino Uno with BLE 4.0 encased in 3D printed housing
- Provided three basic services through a companion app: paying a store, participating in loyalty programs, and sending discount notifications between the consumer and store owner
- Developed a product demo and companion app that can be found on our GitHub repository

Conforming Wheels (PTC Creo 3.0, Java, Android Studio) — Fall 2016 - Spring 2017
- Produced a more efficient transfer of energy in a shooting system
- Developed custom wheels specifically for shooting Wiffle balls
- Conformed to the shape of shooting objects using a spring system surrounding the wheel

PROFESSIONAL EXPERIENCE

SteamWorks, *Teacher,* Edison, NJ — July 2018 - August 2018
- Taught virtual reality game programming classes using Oculus and Unity
- Taught Arduino wearables and Raspberry Pi programming classes
- Supplemented the curriculum with hands-on projects, demos, and presentations

BlueStamp Engineering, *Technical Assistant,* Manhattan, NY — June 2017 - August 2017
- Gave lectures on website design to more than 60 students
- Worked with students during office hours to co-create and troubleshoot their website code
- Created and maintained company's NYC 2017 website

Stanford Pre-Collegiate Summer Institute, *Stanford University,* Stanford, CA — June 2016 - July 2016
- Wrote a research proposal and abstract examining the relationship between construction and soil erosion
- Programmed Arduino microcontroller and various sensors to test soil quality and fertility at four sample sites
- Presented findings to UCSC professors and Stanford students

Squad Goals Fitness, *Co-Founder and Chief Technical Officer,* Cambridge, MA — July 2015 - September 2015
- Co-founded a startup through the MIT Launch summer program
- Led development of a smartphone based physical exercise-oriented social media platform
- Presented to New Atlantic Ventures

ADDITIONAL ACTIVITIES

UltraViolets Live! - NYU Inter-Residence Talent Competition, Manhattan, NY — November 2017-Present
Hip-Hop Competitor (2017-Present)
PlayTest Thursdays, Brooklyn, NY — December 2018-May 2018
Board Game Developer (2017-2018)
Indianica Dance Academy, Iselin, NJ — September 2004 - 2017
Finale Performer 2006-2017, Featured Soloist (2016)
Say Watt FIRST Robotics, Edison, NJ — August 2011 - 2017
Co-Captain of Software 2014-2015, Captain of Software & Co-Captain of Team 2016 – 2017