

EDUCATION

New York University's Tandon School of Engineering, Brooklyn, NY
B.S. Computer Science

May 2021
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), Unity's C#

Software Packages: Adobe CC, Ajax, Android Studio, Arduino IDE, Audacity, Dev-C++, Flask, GitHub, Google SketchUp, Microsoft Office, NetBeans, RobotC, Unity, VMware WorkStation, WordPress, XCode

Hardware: Arduino, Dremel, Hand Mill, Laser Sight Drill, Heat Gun, Oculus Rift S, MakerBot 3-D Printer, Myo, Soldering Iron

Languages: English: fluent, Hindi: fluent

ACADEMIC PROJECTS

Horror Maze Tutorial (Unity3d, Unity 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 native RiftSDK 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