

Sathya Kumaraguru

Phone: (562) 280 6770 | Email: skumaraguru07@gmail.com | LinkedIn: www.linkedin.com/in/sathya-kumaraguru

EDUCATION

University of California, Santa Cruz, B.S. in Computer Science | September 2024 – Present

California State University of Fullerton, B.S. in Computer Science | August 2022 – May 2024

Relevant Courses: Object Oriented Programming, Data Structures and Algorithms, Foundations of Programming Languages, Principles of Computer Systems Design, Machine Learning

SKILLS

- **Programming Languages:** C++, C, C#, Python, SQL, JavaScript, HTML
 - **Frameworks/Libraries:** ASP.NET, TensorFlow/Keras, Scikit-learn, Pandas, NumPy, Matplotlib, Kplay
 - **Tools:** Windows, Linux, Git/GitHub/GitLab, Visual Studio Code, Visual Code, PyCharm, Jupyter Lab/Notebooks
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WORK EXPERIENCE

GPT Integrators – Remote | AI Intern (August 2025 - Present)

- Collaborated with cross-functional teams to design scalable AI solutions and backend systems that automated business processes, enhanced product integrations, and drove measurable increases in client productivity.

Baskin Day – Hybrid | Logistics Officer (August 2025 - Present)

- Planned and executed Baskin Day by coordinating event schedules, collaborating with cross-functional teams to design community-building STEM activities, and streamlining workflows that drove high participant engagement and record attendance.

Lavner Education at UCLA – Los Angeles, CA | Intern/Instructor (June 2025 – August 2025)

- Deliver quality, educational instruction to elementary and middle school-aged students in a class and one-on-one environment from the provided curriculum for topics including C++ and Python coding, AI concepts, robotics, etc.

Molina Healthcare – Remote | Software Engineer Intern (June 2024 – September 2024)

- Developed web-based applications with SQL, C#, and ASP.NET to manage healthcare claim data, while supporting Molina Healthcare IT operations and coordinating team assignments to ensure accurate and efficient claim processing.

CIC-PCUBED Summer Research – Fullerton, CA | Researcher (June 2023 – July 2023)

- Designed and implemented a data science project in Python and the Scikit-learn framework that clusters basketball players from an unorganized CSV file based on similarities in their stats
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PERSONAL PROJECTS

NBA Player Data Clustering Project

- Developed a machine learning model to cluster NBA players based on performance statistics, utilizing Python libraries such as Pandas for data manipulation and Scikit-learn for clustering algorithms to identify distinct player categories

Image Classification Model Project

- Completed an image classification project using TensorFlow/Keras, demonstrating proficiency in building and training neural networks to categorize images. This project showcased foundational skills in deep learning and model evaluation

Running Game Project: Cappybara Run!

- Developed a 2D side-scrolling runner game in JavaScript and HTML by applying object-oriented programming principles and managed game state, demonstrating foundational skills in software development and problem-solving