Sathya Kumaraguru

Portfolio | LinkedIn | Email

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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

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SKILLS

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

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WORK EXPERIENCE

Baskin Engineering – Santa Cruz, CA | Data Structure and Algorithms Tutor (December 2025 – Present)

- Provided individualized and group tutoring for an undergraduate Data Structures and Algorithms course, enhancing student comprehension of fundamental concepts like sorting, searching, and graph theory.

GPT Integrators – Remote | AI Intern (August 2025 – October 2025)

- 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.

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PERSONAL PROJECTS

Handwriting AI Project: Who's That Pokémon?

- Developed a machine learning project in Python using the EMNIST dataset to recognize handwritten letters and predict corresponding Pokémon, and integrated the model with a JavaScript/HTML web interface for real-time interactive predictions.

Cloud Image Upload Project: Sky Store

- Developed a full-stack cloud-native image uploader with Google OAuth 2.0, GCS for secure multi-tenant storage, serverless thumbnail generation via Cloud Functions, and real-time WebSocket updates to a responsive React/TypeScript frontend.

DFS Maze Generation Project: The MushROOMS

- Developed a Pygame maze game with DFS-based procedural generation, A* pathfinding visualization, smooth animations, scoring system, and sound effects, showcasing graph traversal, stacks, priority queues, and other core data structures.