

Sohum Gupta

LinkedIn: www.linkedin.com/in/sohum-gupta-977282138/
Github: github.com/sohumgupta

sohum_gupta@brown.edu
(630) 397-1796

SUMMARY	First-year student at Brown University, pursuing a Sc.B. in Applied Math and Computer Science. Experience in Object-Oriented languages, including C#, Java, as well as front-end web design, using HTML5, CSS3, and Javascript.		
EDUCATION	Brown University Providence, RI Bachelor of Science, Applied Math and Computer Science Graduation Date: Expected May, 2022	GPA: 4.0/4.0	
	Illinois Mathematics and Science Academy Aurora, IL Graduation Date: June 2018	GPA: 3.92/4.0	
TECHNICAL SKILLS	Strongest Languages: C#, Java, Javascript, Python Familiar Languages: Python, PHP, Scheme, OCaml Web Design and Database Systems: HTML5, CSS3, MySQL General: Functional Programming, Data Structures, Object Oriented Programming		
EXPERIENCE	Web/Graphic Design Intern Asenda	Jun 17 - Aug 17	
	<ul style="list-style-type: none">– Coded a website for the company in HTML5, CSS, and JavaScript, to make their services more marketable and to take new branding into account.– Helped with rebranding of the company, from logos to color schemes.		
	Marketing/Communications Intern IN2 (IMSA)	Oct 16 - May 17	
	<ul style="list-style-type: none">– Worked on front-end for the website using HTML5, CSS, and JavaScript.– Created logos and icons for various events and organizations within IN2.		
PROJECTS	Boosted Decision Tree: Separated (made-up) stars by their habitability based on given data about the stars, made in C# for a Computational Science course.		
	Hydrogen Bomb Simulation: Simulated a hydrogen bomb by modeling movement of various particles and reactions, made in C# for a Computational Science course.		
	Student/Teacher Registration Website: Coded a website allowing students and teachers to register and to view information about their classes and students, made with HTML5, CSS3, Javascript, MySQL, and PHP for a Web Technologies course.		
	“MIXR”: Playlist-Based Social Media Platform: Coded a website that allowed users to log in with Spotify and upload their own playlists, as well as to browse, listen to, and request to add songs to nearby users’ playlists, made with HTML5, CSS3, Javascript, and MySQL for Hack@Brown 2019.		
	Connect 4 Game/AI: Coded a program allowing two players (whether human or computer) to play Connect 4, and coded an AI player for the game, made in OCaml for a Functional Programming course.		
RELEVANT COURSES	Functional Programming Algorithms and Data-Structures in Object-Oriented Programming Object-Oriented Programming Computational Science Web Technologies Linear Algebra Multivariable Calculus		
INTERESTS	Professional: Web Design, UI/UX Design, Math Modeling, Procedural Generation Personal: Graphic Design, Music, Male Fashion, Cooking		