Vikram Singh

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EDUCATION

University of Massachusetts Amherst

- B.S. in Computer Science. GPA: 3.8. Expected in May 2023
- Multidisciplinary Commonwealth Honors College Curriculum.
- Relevant Coursework: Programming with Data Structures, Programming Methodology, Computer Systems Principles, Reasoning Under Uncertainty, Computation, Integral Calculus, Multivariate Calculus, Linear Algebra.

TECHNICAL SKILLS

- C, C#, Java, JavaScript, HTML, CSS, Swift.
- Eclipse, Xcode, Android Studio, Mobile App Development, Visual Studio, Linux/Unix, GitHub.

SOFT SKILLS

- Verbal and Written Communication, Teamwork, Critical Thinking, Conflict Management, Decision Making, Problem Solving.

PROGRAMMING EXPERIENCE

Computer Science Tutor September 2020-Current

- Utilized the Java programming language to educate students about over 20 Computer Science topics, including: object-oriented programming, data structures, algorithms, etc.
- Developed and managed Computer Science lessons and coursework for 2 students, thereby giving them a thorough introduction to the essentials of programming.

Software Engineer, BUILD UMass September 2020 - Current

- Built applications for nonprofits and local businesses/organizations by collaborating with a diverse team of students and contributing to full stack projects, using GitHub.
- Working with the D3.js library to implement data visualization into a nonprofit platform that allows open source thinking and collaboration.

Freelance iOS Software Developer April 2020-Current

- 3 scalable iOS Projects developed from start to finish for clients, which utilized various data structures, algorithms, database technologies including Core Data, Firebase, Realm, SQLite, and more.
- Reduced time and space complexity for clients' iOS applications, making them more efficient.
- Fixed all pre-existing errors/bugs in clients' iOS applications with 100% accuracy.

PROJECTS

Studium - Time Management (2020)

- iOS Application that allows students to track assignments, courses, and healthy habits, saving over 1 hour/week of scheduling on average. Xcode, Swift, UIKit, Realm, Cocoapods.
- Utilizes Algorithms to automatically analyze and schedule events around courses and assignments, thereby aiding over 100 students by providing impactful tools for time management and organization.

Pocket Planet (2019 – 2020)

- Mobile Game that teaches about Earth's climate crisis and investing in sustainable energy and its impact on our planet.
- Uses Object Oriented Programming concepts, along with Algorithm Design and Analysis, which provide a clean and simplistic structure for the project. Unity Game Engine, C#, Visual Studio.

AWARDS

- Dean's List (All Semesters): Earned above a 3.5 GPA - (3.8)