

# Varun Unnithan

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## Education

### B.S. in Aerospace Engineering and Computer Science

*Expected Graduation: May 2026*

University of Maryland, College Park, MD

*GPA: 3.87*

- Honors College: Gemstone Program
- President's Scholarship Recipient
- Courses: Differential Equations, Object Oriented Programming, Discrete Math, Statics

## Work Experience

### Software Engineering Internship

*August 2021–April 2022*

Resilience Inc, Remote

- Engineered back-end systems for the AIMEE mobile application with Node.js and React Native
- Overhauled documentation and database systems; installed MySQL databases and server onto AWS
- Led implementation of JWT authentication and user account login systems to improve app security
- Collaborated effectively with upper management and team members

## Technical Experience

### Students for the Exploration and Development of Space (SEDS)

*August 2022–Present*

Satellite Fabrication (SATFAB) Thermals Subteam Lead, University of Maryland

- Lead thermals subteam on thermal modelling of cube satellite payloads in upper atmosphere and space
- Lead research and development of phase-change materials as a thermal storage device in cube satellites
- Meet with other subteam leads and coordinate tasks for overall project

### Terrapin Rocket Team

*August 2022–Present*

Avionics Team Lead, University of Maryland

- Lead design of flight computer for telemetry and datalogging for a 10,000 ft altitude solid rocket
- Design PCB boards and flight computer hardware schematics
- Write code in C++ to take in data and process data from sensors and GPS on a Teensy 4.1
- Manage team member tasks and coordinate with other teams to design entire rocket

### UMD Undergraduate Quantum Association

*August 2022–Present*

Member, University of Maryland

- Learn basics of quantum mechanics and computing with qubits
- Develop programs in quantum computation with IBM's QISKit and Python

### Personal Projects

*December 2020–Present*

- Constructing rocket for the TRA L1 high powered rocket certification
- Programmed a 3D rendering engine with raymarching methods in Java
- Developed a [website](#) with 3D interactive simulations to teach students about space and physics

## Research

### Whisker-Inspired Flow Sensing

*January 2023–Present*

Dr. Cecilia Huertas Cerdeira, University of Maryland

- Manufacture a whisker-inspired soft body that can sense the flow of the vortices shed by nearby objects
- Explore different materials and whisker profiles for their viscoelasticity and ability to measure flow
- Use MATLAB to collect and process data about whisker when subjected to a fluid flow

### Buckling Initiators on Honeycomb Cell Structures for Energy Absorption

*September 2022–December 2022*

Dr. Young Tai Choi, University of Maryland

- Modelled and 3D printed honeycomb cell structures with varying sized buckling initiators
- Performed crush tests with an MTS machine and analyzed data for stress and strain

## Skills

- Experience with JavaScript, Java, Node.js, SQL, React, React Native, HTML, and CSS
- Expertise with 3D CAD software and animation tools such as Solidworks and Blender