Vikram Ostrander

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Education

University of Virginia, Charlottesville, VA   Fall 2021 – Present

- GPA: 3.99
- Double Major: Computer Science and Mathematics
- Relevant Coursework:

    Machine Learning; Data Structures and Algorithms; Computer Systems and Organization; Software Development Essentials; Discrete Math and Theory; AI and the Future of Work; Basic Real Analysis; Survey of Algebra; Ordinary Differential Equations; Elementary Linear Algebra; Calculus; Probability

Experience

Software Engineering Intern, *Capital One*   Summer 2024

- Built an admin UI dashboard using *React.js* and *SQL* for visualizing performance metrics of an internal iOS app
- Designed and implemented a recommender system with kNN using *Node.js* to suggest relevant app features
- Deployed a serverless personalization API with *AWS Lambda* to integrate app feature recommendations

Undergraduate Researcher, *Dynamical Systems Laboratory, NYU*   Summer 2023

- Scraped data on more than 3 million doctors in *Python* from online review systems for healthcare providers
- Analyzed textual reviews with semantic analysis, keyword extraction, and topic modeling using *NLTK* and *Gensim*
- Conducted spatial analysis using *PySAL* on the distribution of doctors with respect to socio-economic data

Software Engineering Intern, *MITRE*   Summer 2022

- Developed a *.NET* application to aid in the adoption of open standards across Naval Air Systems Command
- Trained a logistic regression model in *Python* to detect fraudulent URLs in email phishing scams
- Received a return offer and obtained an Interim Secret DoD security clearance

Security Manager and Bartender, *Boylan Heights*   Fall 2021 – Fall 2023

- Hired, trained, and managed security personnel
- Handled high pressure situations to ensure the safety of customers and staff
- Coordinated communications with law enforcement and emergency medical services

Other Projects

- ML4VA, *Python*: Analyzed patterns in Charlottesville crimes using SVMs and random forest classifiers
- OCR, *Java*: Wrote an image classification program to identify handwritten characters using logistic regression
- Life, *C*: Wrote a multithreaded implementation of Conway's Game of Life

Activities and Leadership

Activities/Organizations

- Student-Athlete, *Men's Wrestling*   University of Virginia
- Distinguished Majors Program, *Computer Science*   University of Virginia
- Undergraduate Researcher, *Sequential Decision Making Lab*   University of Virginia

Leadership/Awards

- Mike Krafchick Academic Achievement Award, *Men's Wrestling*   University of Virginia
- ACC Academic Honor Role, *Men's Wrestling*   University of Virginia
- NYPHSAA Section 1 Leadership Award, *Varsity Wrestling*   Edgemont High School
- Concertmaster, *Diller-Quaile Orchestra*   Diller-Quaile School of Music

Skills

Languages: *Python, Java, C/C++, JavaScript, SQL, R, Swift*

Frameworks/Tools: *Linux/Unix, Git, .NET, TensorFlow, PyTorch, Scikit-learn, Pandas, NumPy, Beautiful Soup, Requests, NLTK, SpaCy, Gensim, Geopandas, PySAL, React.js, Node.js, AWS Lambda*