Vikrant K. Bathala

Atlanta, GA

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Education

Georgia Institute of Technology *Aug 2020 - Dec 2023*
CANDIDATE: B.S. IN COMPUTATIONAL MEDIA *Atlanta, GA*

- Concentrations in Artificial Intelligence and Interaction Design
- Relevant Coursework: Data Structures and Algorithms, Objects and Design, Information Systems and Digital Transformations, Discrete Mathematics, New Media, Introduction to Psychology, Linear Algebra, Object-Oriented Programming
- **Major GPA: 4.0; Overall GPA: 3.88**

Experience

Human-Computer Interaction Institute - Carnegie Mellon University *Jun 2021 - Aug 2021*
SOFTWARE DEVELOPMENT REU INTERN *Pittsburgh, PA*

- Designed and developed an orchestration tool for teachers to support human-AI collaborative learning in classes.
- Developed a working prototype from the ground up in HTML, CSS, JavaScript, and Vue.js with a collaborative team of 4 interns and 10 professors through an iterative design and development process over 3 months.
- Conducted user-centered research and frequent user tests with 12 teachers to adjust designs and implementations to better support teachers during dynamic transitions between individual and collaborative learning.
- Personally worked on implementing designer's front-end designs and interactions and led bi-weekly sprint demos.

Georgia Institute of Technology *Aug 2021 - Present*
UNDERGRADUATE TEACHING ASSISTANT: CS 2050 (DISCRETE MATHEMATICS) *Atlanta, GA*

- Collaborated with a team of 16 teaching assistants and 1 professor to ensure success, grade assignments, and create learning material for 450 students.
- Coordinated tri-weekly office hours and answered questions concerning course content, assignments, and exams.
- Managed weekly recitation sessions for 50 students and answered student questions.

Projects

Classroom Orchestration Tool *Aug 2021*

- Implemented front-end interface and interactions for a tool designed to help teachers dynamically suggest AI student pairings and transition struggling students from individual assignments to peer tutoring assignments.
- Designed and developed using HTML, CSS, JavaScript, Node.js, Vue, and Figma at CMU HCII and tested with local teachers.
- The orchestration tool extends the literature on analytics-based teacher tools in HCI research, in that few such tools have been developed for K-12 and none for dynamic switching between individual and collaborative learning.

Turnip *May 2021*

- Created a prototype app that connects urban community gardeners and provides a space for information, connections, and communication for the SEEDS non-profit during a 24-hour design sprint for HackDuke: Ideate.
- Conducted user research, created affinity maps, storyboards, and wireframes, and demonstrated the functionalities of our community gardening-focused app through a prototype created in Adobe XD, Procreate, and Figma.

Rad(ish) *Oct 2020*

- Full Stack developer for rad(ish), a business-facing web app focused on minimizing food waste during HackGT 7.
- Implemented HTML, CSS, JavaScript, and Flask to create an interactive website in under 36 hours through a Glitch server.

Skills

Programming Languages	Java (proficient), Python (prof.), HTML (prof.), CSS (prof.), JavaScript(intermediate), SQL (int.), R (basic), C# (basic)
Technologies	Git (int.), Unity (int.), Vue (int.), React (int.), Node.js (int.), LaTeX (int.), Tableau (int.), MySQL (int.), Figma (int.), AFrame (int.), Flask (basic), OpenCV (basic)

Honors & Awards

2021   **1st Place Overall**, Southern Student Game Jam
       1st in Category (SEEDS) & 3rd Overall, HackDuke: Ideate

2018   **Eagle Scout**, Boy Scouts of America