Vraj Kothari

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Education

Georgia Institute of Technology **Atlanta, GA**

Bachelor of Science in Computer Science, Concentration in Intelligence; Dean's List; GPA: 3.59 *December 2026*

- **Relevant Coursework:** Analysis of Algorithms, Data Structures, Artificial Intelligence, Machine Learning, Computer Organization and Programming, Objects and Design, Robotics, UI/UX, Applied Combinatorics, Linear Algebra
- **Extracurricular Activities:** VIP, GT Climbing Club, Drones and Experimental Flight Club, DramaTech@GT

Master of Science in Computer Science, Concentration in AI, BS/MS Program *December 2027*

Experience

Shopify **Bellevue, WA**

Software Engineering Intern (Growth R&D- CX team) *September 2025 - April 2026*

URBN (Urban Outfitters, Anthropologie Group, Free People) **Philadelphia, PA**

Frontend Software Engineering Intern — JavaScript, TypeScript, Vue.js *June 2025 - August 2025*

- Resolved frontend bugs and optimized GA4 event tracking in Vue.js applications, improving site performance, user experience, and customer behavior insights.
- Spearheaded a dynamic payments ordering project for optimal payment type sorting to optimize checkout experience.
- Built an AI checkout assistant using LLMs to explore Agentic commerce, placing 2nd out of 18 in URBN's Hackathon.
- Contributed to production features using Vue, TypeScript, and JavaScript in an agile team.

CBORD Group Inc. **Duluth, GA**

Full Stack Software Engineering Intern — Python, Java, SQL, AWS *June 2024 - August 2024*

- Reduced manual validation time by 50% by integrating AWS Rekognition to enhance the accuracy of photo validation.
- Implemented 100s of API calls using Postman and streamlined API integration, improving backend efficiency.
- Updated SQL database structure to support photo upload functionalities which improved data processing speeds.
- Elevated accessibility standards by modernizing full-site logos, improving UX and increasing user satisfaction.

Snap Inc. **Santa Monica, CA**

Augmented Reality Software Development Extern — AR, Lens Studio, Digital Design *March 2024 - April 2024*

- Built and tested interactive prototypes in Snap's Lens Studio for user-facing campaign concepts.
- Designed immersive AR experiences using 2D/3D assets and storytelling principles to drive engagement.
- Gained hands-on experience with AR design and development, enhancing skills in digital storytelling and UX.

Projects

Machine Learning-Based Brain Tumor Detection — ML, CNN, SVM, Python **Fall 2024**

- Designed and implemented a CNN using VGG-16 architecture, achieving high precision and recall for glioblastoma diagnosis, significantly improving diagnostic accuracy for future clinical applications.
- Trained Support Vector Machines with Radial Basis Function, achieving 91.5% accuracy in classifying tumor types.
- Developed and assessed Random Forest models with 96% accuracy, reducing misclassifications and enhancing reliability.
- Applied advanced preprocessing techniques, including resizing, normalization, and standardization, to optimize data for machine learning pipelines, improving overall model efficiency and performance.

Automotive LIDAR Vertically Integrated Project — Python, ROS **Spring 2024 - current**

- Collaborated with a team of devs and engineers to develop an automotive LiDAR system, advancing vehicle autonomy.
- Designed a system capable of real-time data processing, obstacle detection and avoidance, enabling future integration into automotive platforms.
- Implemented scalable delivery of multimedia content using wireless technologies, improving communication in transient social networks and peer-to-peer video streaming.
- Utilized data processing, and hyperspectral imaging for obstacle detection, improving detection accuracy by over 20%.

Dungeon Crawler Simulation — Java, Android Studio, JUnit tests **Fall 2023**

- Led a team of 5 devs to develop a fully functional 2D Dungeon Crawler game in Android Studio using Java and Git.
- Implemented gameplay features including POV, enemy logic, and a leaderboard to enhance player experience.
- Managed Agile workflow via weekly scrums and Trello, improving coordination and reducing dev downtime.

Skills

Languages: Python, Java, JavaScript, TypeScript, C, Assembly, SQL, HTML, CSS, PHP

Tools: VSC, IntelliJ, NetBeans, Vue.js, NodeJS, XCode, Pycharm, Android Studio, AWS (Lambdas, Rekognition, and S3), Git, SourceTree, Postman, Agile, Jira, Confluence, Snap Lens Studio, Microsoft Office