/aibhav Sen Malla

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Education and Skills

The Pennsylvania State University University Park, PA Bachelor of Science: Information Sciences and Technology (Software Design & Development focus) Graduated: Dec 2020 Major GPA: 3.67, Cumulative GPA: 3.32 Dean's List for College of IST (Spring 2018, Fall 2019, Spring 2020), Gamma Tau Phi Honors Society Programming Languages: Java, C++, Python, JavaScript, HTML, CSS, SQL Frameworks/Technologies: Adobe XD, InVision, Figma, Bootstrap, MongoDB, Node.js, Express.js, React, Scrum, Visio, Netbeans **Professional Experience** Web Developer, (Virufy) Remote Volunteer-run project building a global AI database of crowdsourced coughs to identify Covid-19 Sept 2020 - Oct 2020 Built and managed company website and ensured it met quality standards Collaborated with product designers and UI/UX team to implement UI changes Cofounder/Software Engineer, (Gage Ventures) University Park, PA Startup co-founded with 4 other members mentored at Happy Valley LaunchBox program Feb 2020 - July 2020 Founded a startup focused on EdTech solutions such as a behaviour tracking tool for ADHD Led technical side: planned out software architecture, designed wireframes, and led development of minimum viable product using React.js Received \$15,000 in funding from the Summer Founders program (top 6 teams out of 46) Team Tech. Lead, (Nittany Al Challenge) University Park, PA Annual competition for developing products utilizing AI to solve global issues Jan 2020 - June 2020 Entered 2 projects into the competition, both won first phase (ADHD Screening Game and Team Builder) Developed prototype of ADHD Screening Game Top 20 out of 67 teams, won \$1000 in rewards **Undergraduate Research Intern**, (The Pennsylvania State University) University Park, PA Penn State's College of Information Sciences and Technology May 2019 - May 2020 Aided research in the Human-Computer Interaction program Prototyped 2 graphical user-interfaces using Adobe XD to be proposed as part of a research project Conducted 6 user experience/usability studies for the "Third-Eye" project, aiming to develop/modify the way visually impaired/blind individuals navigate and perform their daily activities **Projects** Portfolio Website - (vxm52.github.io) Aug 2020 - Oct 2020 Built from scratch with HTML, CSS, JavaScript, and jQuery. Showcasing my front-end skills. Rent-a-Skateboard Apr 2020 - May 2020 Full-stack development of a skateboard sharing service. Built RESTful API using Express.js **Munchies - Personal Recipe App** Mar 2020 - Apr 2020 Developed recipe web app with HTML, JavaScript, CSS, and APIs to retrieve ingredient data Search & Rescue Navigation App Sept 2019 - Dec 2019 Developed using JavaFX and MVC architecture to help first responders locate victims in disaster events **Carnival Video Game** Sept 2018 - Dec 2018 Constructed a game in Java utilizing concepts like timed mechanics, persistent data storage, etc.

Volunteer/Other Experience

Crew Leader/Culinary Assistant, Penn State Pollock Dining Commons (Part-time job during university) University Park, PA Led and supported teams of approx. 10 coworkers to function efficiently in fast-paced work environments Oct 2018 - Present Trained and mentored new student-employees on procedures to meet quality standards of service

Volunteer Assistant Teacher, Pimlico Elementary/Middle School

Week-long alternative break service trip teaching math and English to first-graders

Baltimore, MD Mar 2020

Relief Volunteer, Child Workers in Nepal (CWIN)

Packaged supplies, and food; sending out approx. 100 crates daily to victims of the Nepal earthquakes

Kathmandu, Nepal Jun 2015 - Jul 2015