Vaibhay 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)

Expected: Dec. 2020

Major GPA: 3.60, Cumulative GPA: 3.26

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, Bootstrap, MongoDB, Node.js, Express.js, React.js, Scrum, Visio, Netbeans

Professional Experience

Gage Ventures - Cofounder

University Park, PA

Startup co-founded with 4 other members mentored at Happy Valley LaunchBox program

Feb. 2020 - Present

- Founded a startup focused on EdTech solutions such as a behaviour tracking tool for ADHD
- Received \$15,000 in funding from the Summer Founders program (top 6 teams out of 46)
- Led the technical side: planned out software architecture, designed wireframes, and led MVP development

Nittany Al Challenge - Team Tech. Lead (The Pennsylvania State University)

University Park, PA Jan. 2020 - Present

Annual competition for developing products utilizing AI to solve global issues

- Entered 2 projects into the competition, both won first phase (ADHD Screening Game and Team Builder app)
- 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 May 2019 - May 2020

Penn State's College of Information Sciences and Technology

- Aided research in the field of **Human-Computer Interaction**
- Prototyped graphical user-interfaces to be proposed as part of research project
- Conducted user experience studies for the "Third-Eye" project, aiming to develop/modify the way visually
 impaired/blind individuals navigate and perform their daily activities

Crew Leader (Penn State Pollock Dining Commons)

University Park, PA Oct. 2018 - Present

Part-time catering services for Penn State students and faculty members

- Led and supported teams of approx. 10 coworkers to function efficiently in fast-paced work environments
- Trained and mentored new student-employees on procedures to meet quality standards of service
- Coordinated with team to effectively serve 1900 customers per meal service

Projects

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 - (Team work)

Mar. 2020 - Apr. 2020

Developed recipe web app with HTML, JavaScript, CSS, and APIs to retrieve ingredient data

Search & Rescue Navigation App - (Team work) 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 Experience

Pimlico Elementary/Middle School, Volunteer Assistant Teacher

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

Baltimore, MD Mar. 2020

Event Organization Volunteer

• Ushered fans and helped organize seating areas at Penn State's football games

University Park, PA Oct. 2018 - Mar. 2020

Child Workers in Nepal (CWIN), Relief Volunteer

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

Kathmandu, Nepal Jun. 2015 - Jul. 2015

Self-Help Group for Cerebral Palsy Nepal (SGCP)

Assisted senior members of the organization teach children diagnosed with cerebral paralysis

Helped develop their motor skills, alphabets, and basic math

Lalitpur, Nepal

Jun. 2015 - Jul. 2015