Vaibhav Sen Malla

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Education and Skills

Pennsylvania State University   University Park, PA
Bachelor of Science: Information Sciences and Technology (Software Design & Development track)   Graduated: Dec 2020
Major GPA: 3.67, Cumulative GPA: 3.32,   Dean's List, Gamma Tau Phi Honors Society

Extra Online Courses: Harvard's CS50, Princeton's Algorithms Course, Full-Stack Web Development Bootcamp (Udemy),
                             Intro to React Course, Complete Python Pro Bootcamp (in progress)

Technical Skills:
Programming Languages: JavaScript, Java, Python, C++, SQL, HTML5, CSS3
Frameworks/Software: Adobe XD, InVision, Figma, Bootstrap, MongoDB, Express.js, React, Node.js, SASS, Scrum, Visio, Git

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

Co-founder & Product Manager, (Gage Ventures)   University Park, PA
Startup co-founded with 4 other members mentored at Penn State's Startup Accelerator Program   Feb 2020 - July 2020
- EdTech startup developing behavior tracking tools for ADHD
- Led software architecture, designed wireframes, and led development of MVP using React Native/Node.js
- Received $15,000 in funding from the Summer Founders program (top 6 teams out of 46)

Team Tech. Lead, (Nittany AI 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

HCI Research Intern, (Pennsylvania State University)   University Park, PA
Penn State's College of Information Sciences and Technology   May 2019 - May 2020
- Aided PhD researchers with 4 separate projects for the Human-Computer Interaction research program
- Prototyped 2 graphical user-interfaces using Adobe XD for project proposals
- Conducted 6 user experience/usability studies for the "Third-Eye" project, aiming to improve the way
  visually impaired/blind individuals navigate and perform their daily activities

Recent Projects

Hermes   Jul 2021 - Sept 2021
- Messenger app with Google/Facebook authentication made with React.js, Firebase, and Chat Engine

Super Mario World - Google Maps   Mar 2021 - Apr 2021
- Themed version of Google Maps made using Maps JavaScript API from the Google Cloud Platform

Keeper Notes App   Feb 2021 - Mar 2021
- Personal to-do list app built with React.js (frontend) and Node.js, Express.js, and MongoDB for backend

Alan AI News Assistant   Jul 2020 - Aug 2020
- Conversational voice controlled news app made with React.js and Alan AI speech recognition platform

Search & Rescue Navigation App   Sept 2019 - Dec 2019
- Developed using JavaFX and MVC architecture to help first responders locate victims in disaster events

Volunteering

Volunteer Assistant Teacher, *Pimlico Elementary/Middle School*   Baltimore, MD
- Week-long alternative break service trip teaching math and English to first-graders   Mar 2020

Relief Volunteer, *Child Workers in Nepal (CWIN)*   Kathmandu, Nepal
- Packaged supplies, and food; sending out approx. 100 crates daily to victims of the Nepal earthquakes   Jun 2015 - Jul 2015