

Vaibhav Sen Malla

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Education and Skills

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

University Park, PA
Graduated: Dec 2020

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, CSS
Frameworks/Software: Adobe XD, InVision, Figma, Bootstrap, MongoDB, Express.js, React, Node.js, SASS, Scrum, Visio, Git

Professional Experience

Web Developer, (Virufy)

Volunteer-run project building a global AI database of crowdsourced coughs to identify Covid-19

Remote
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)

Startup co-founded with 4 other members mentored at Penn State's Startup Accelerator Program

University Park, PA
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)

Annual competition for developing products utilizing AI to solve global issues

University Park, PA
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, (The Pennsylvania State University)

Penn State's College of Information Sciences and Technology

University Park, PA
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

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

Jul 2021 - Sept 2021

Super Mario World - Google Maps

- Themed version of Google Maps made using Maps JavaScript API from the Google Cloud Platform

Mar 2021 - Apr 2021

Keeper Notes App

- Personal to-do list app built with React.js (frontend) and Node.js, Express.js, and MongoDB for backend

Feb 2021 - Mar 2021

Alan AI News Assistant

- Conversational voice controlled news app made with React.js and Alan AI speech recognition platform

Jul 2020 - Aug 2020

Search & Rescue Navigation App

- Developed using JavaFX and MVC architecture to help first responders locate victims in disaster events

Sept 2019 - Dec 2019

Volunteering

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