ADITI VYAS

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OVERVIEW

I am a computer science graduate specializing in AI, cybersecurity, and web development, with experience developing scalable applications, machine learning models, and assistive technologies. I'm passionate about using creative technology to solve real-world accessibility and security concerns.

EDUCATION

George Washington University, School of Engineering and Applied Science — Aug 2023 – May 2025

Master of Science in Computer Science (Specialization: AI, Cybersecurity and Development) — Washington, DC, USA

SEAS Dean Award

New Horizon College of Engineering — Jul 2019 – June 2023

Bachelors of Engineering in Computer Science — Bengaluru, India

SKILLS

- Languages: Python (Advanced), Java (Intermediate), C, Bash, TypeScript
- Web Development: HTML, CSS, Bootstrap, JavaScript, React.js
- Machine Learning & AI: YOLO, LSTM, CNN, MediaPipe, scikit-learn, OpenCV, NLP
- Tools & Platforms: AWS S3, Git, Android Studio, Linux, Microsoft Office, Canva, Figma, Framer
- Game Development: Godot, GDScript
- Database: SQL Server
- Operating Systems: Linux, Windows

PROJECTS

ConnectWise: A next-gen social media app — Jan 2025 – April 2025

Java, Spring Boot, Netlify Functions, PostgreSQL, AWS S3, JWT

- Developed a scalable full-stack social media platform with real-time posting, commenting, messaging, and notifications
- Utilized microservices architecture and serverless functions to ensure high availability and maintainability.
- Integrated AWS S3 for media storage and JWT authentication for secure user access.

Hand Gesture Navigation System — Jan 2024 – May 2024

Python, CNN, Deep Learning, OpenCV

- Designed and trained a real-time hand gesture recognition system to control browsers and OS interfaces.
- Implemented using convolutional neural networks (CNNs) and OpenCV, enhancing accessibility for users with physical impairments.
- Achieved >90% accuracy on custom gesture datasets in diverse lighting environments.

BMyVision: A Virtual Eye for the Visually Impaired — Jan 2023 – May 2023

Python, YOLO, NLP, SQLite

- Created an AI-based assistive tool that detects and describes objects for visually impaired users.
- Combined YOLO object detection, natural language processing, and voice feedback for real-time guidance.
- Enabled offline use via local database integration, supporting low-connectivity environments.

WORK EXPERIENCE

Software Engineer & AI Integration Specialist — July 2025 – Present

Seek and Sight — St. Louis, Missouri (Remote)

- Built interactive game layouts and UI mockups using Godot Engine to support neurodiverse learners.
- Implemented game logic and user interactions using GDScript, including timers, puzzles, and input handling.
- Collaborated with designers and developers to integrate scripted elements within a modular game framework.

Software Engineer Intern — Jan 2023 – Apr 2023

Rovae Incorporation — Bengaluru, India

- Built responsive, client-facing websites using modern web technologies, increasing user engagement by 30%.
- Collaborated with cross-functional teams to improve project planning and design, reducing development time by 20%.
- Incorporated user feedback to enhance UI/UX, boosting client satisfaction by 15%.

PUBLICATION

Space Robotics – Guardians of the Galaxy, *International Journal of Scientific Research in Science, Engineering and Technologies (IJSRSET)*

Presented at: 4th National Conference on Advancements in Computer Science and Engineering.

Published: Volume 9, Issue 11, May 2022 | ISSN: 2395-1990 (Print), 2394-4099 (Online).

CERTIFICATIONS

Cloud & DevOps: AWS Academy Cloud Architecting (Amazon Web Services); DO180 Containers & Kubernetes (Red Hat); Cloud Computing (NPTEL)

Cybersecurity & Networking: Cybersecurity: From Beginner to Expert (Udemy); CCNAv7: Enterprise Networking, Security, and Automation (Cisco); CCNAv7: Introduction to Networks (Cisco)