Aditya Mahesh

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Education

University of Michigan, College of Engineering **Ann Arbor, MI**
Bachelor of Science in Engineering in Computer Science Apr 2025

- GPA: 3.93/4.00
- Completed Coursework: Programming and Data Structures (EECS 280), Discrete Math (EECS 203)
- Awards/Honors: Philip Goldman Scholarship of $2000, Dean's List and University Honors for 3 semesters
- **Programming Languages:** C++, Python, HTML, CSS, JavaScript, SQL, Swift, Flutter, MATLAB

Royal Grammar School **High Wycombe, England**
May 2022

- A-Level Results: A*A*AA
- GCSE Results: 10 9s (Highest Level)

Projects / Work Experience

Freelance iOS App Developer **Hershey, PA**
iOS App Developer Jul 2023 - Aug 2023

- Developed Shivlet app - communicates allergies with language translation, text to speech, and core data functionality. Established in friend Shiv's name, died due to an anaphylactic reaction after drinking a Pina Colada.
- Estimated to reach 1000 users, marketed at Royal Grammar School, and several other institutions friends now attend. Built using SwiftUI.
- Built Piano Guru app to teach beginners piano - contains messaging functionality to ask teachers questions, notifications and piano lessons. Targeted to reach at least 100 users for Hershey Middle School. Used UIKit.

BYJU's **Beaconsfield, England**
AI/ML Student Sept 2020 - Aug 2022

- Top 5% in data science competition at BYJU's Future School, made recommendations to help Red Cross manage viral outbreaks in West Africa.
- Worked with PyTorch, Keras, Scikit, Numpy, Pandas, Matplotlib Libraries. Analyzed Kaggle datasets, designed graphs and scored each hospital using machine learning algorithms.
- Created RGB colorization neural network to colorize WW2 images, learned about K-Means Clustering and Support Vector Machines.

Leadership Experience / Research

Living ArtsEngine **Ann Arbor, MI**
Project Team Lead - YouOfM Sept 2022 - Dec 2022

- Coded game in Twine for final project. Took charge of programming and leading team of 4: engineering, art, audio, and narrative/game design.
- Implemented a scoring system for "staying true to yourself" in game, and created control flows according to the narrative of the game. Scored 1890/2000 points for the final project, graded on argument, art, music, design, and engineering.

Math Ambassador, Math Club, Cipher Club, Royal Grammar School **High Wycombe, England**
Presidents Sept 2021 - May 2022

- Initiated reforms to club policy and structure to encourage member commitment. Boosted membership by 40%.
- Recruited 12th grade math ambassadors to aid lower school pupils, led and won math battles against 5+ schools.
- Liaised with teachers to promote clubs. Competed in the UK National Cipher Challenge and programmed cipher decoders using Python for difficult polyalphabetic and transposition ciphers.