Aashia Mehta

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Education

University of Michigan, Ann Arbor, B.S. Computer Science *Sep 2017 - May 2021*
Relevant Coursework: Programming and Data Structures (EECS 280), Data Structures and Algorithms (EECS 281), Discrete Math (EECS 203), Linear Algebra (MATH 214), Computer Architecture (EECS 370), Theory of Computation (EECS 376)

Technical Skills

C++, Java, Python, HTML, CSS, JavaScript, Git, Graphic Design (Adobe Photoshop, Illustrator, InDesign)

Professional Experience

Google Engineering Practicum Intern | Mountain View, California *May 2019 - Aug 2019*
- Created unit tests for user location reporting with Google Maps Incognito mode.
- Built an Android app for userdebug builds to test user location reporting APIs in Google Maps Incognito mode.
- Developed a visualization tool for diagnosing user location history errors from Android bug reports filed by field operators.

Computer Science Instructional Aide | Ann Arbor, Michigan *May 2019 - Present*
- Selected as an instructional assistant for EECS 183, an introductory C++ course at the university with 1000+ students.

CROMA (Crowds and Machines) Undergraduate Researcher | Ann Arbor, Michigan *Jan 2018 - Aug 2018*
- Researched scientific journals and papers to identify sensitive objects in images for blurring them using computer vision algorithms.
- Built a library of 100 images of sensitive objects that were sent to human operators for labeling using the Amazon Mechanical Turk service. These labels were used by scientists to identify sensitive objects in images and blur them.

Projects in Coursework/Hackathons

- **Declutter Bug** (*https://github.com/aashiamehta/Declutter-Bug*) - Developed an Android application that walks you through steps to declutter your space in 30 days based off the Marie Kondo method.
- **Way-to-Go** (*https://github.com/aashiamehta/Way-To-Go*) - Developed a web application with Google Maps API, Materialize.css, HTML/CSS, Javascript showing eco-friendly commute options to users given their starting and ending points of the journey.
- **Schola** (*https://github.com/aashiamehta/Schola*) - Developed a web application with HTML/CSS, Javascript, Bootstrap, JQuery, PJScrape that provides college counseling advice to students in high school. Won Top 10 at HackingEdu.
- Programming and Data Structures (EECS 280, C++):
    - **Seam Carving Image** - Wrote program to seam carve an image, which is resizing an image in a content-aware way that changes aspect ratio but does not distort the image.
    - **Euchre game** - Wrote simulator for the game of Euchre, a common card game, using abstract data types, object-oriented programming, and polymorphism.
    - **Machine Learning** - Wrote a program that uses NLP and ML techniques to automatically identify subject of posts in online question-answer forum. Gained experience with recursion, binary trees, templates, comparators, and the map data structure.
- Introduction to Programming (EECS 183, C++, Python):
    - **Creative AI** - Built language and music models to generate new lyrics and music by using n-gram training technique on musical dataset from The Beatles

Activities

- **MHacks Co-President** - Created and planned one of the largest student-run hackathons in the country with 800+ hackers, worked with different tech companies to secure 120k in sponsorship
- **Girls in Electrical Engineering and Computer Science (GEECS) Professional Committee** - Launched the first undergraduate research lab tour to introduce women to different computer science research opportunities on campus.
- **Kappa Theta Pi Member** - Professional technology fraternity
- **Flash Internship (5 Days in Tech)** - Represented U of M by visiting alumni at tech companies in the Bay Area.