Akul Mehra

| 206.591.5345 | akulfifa@uw.edu | akulmehra.github.io

EDUCATION

UNIVERSITY OF WASHINGTON
BE in Electrical and Computer Engr
Jun 2022 | Seattle, WA
Paul G. Allen School of Computer Science and Engineering
Cum. GPA : 3.65

SARDAR PATEL VIDYALAYA
High School
Apr 2018 | New Delhi, India
Final Percentage : 95.5

LINKS

Github:// **akulmehra**
LinkedIn:// **akulmehra**

SKILLS

PROGRAMMING
Over 5000 lines:
Java • C++ • C# CSS • HTML • SQL • JavaScript
Familiar:
• Python • Node.js
Frameworks:
ASP.NET MVC • AngularJS • JQuery • Django
Design:
Bootstrap

SOFT SKILLS
Leadership and Teamwork
Soccer Captain•Games Studio Founder
Communication and Organization
Dining Assistant at Pagliacci Pizza
Creativity and Problem Solving
Sporting Events App•Game Developer

COURSEWORK

UNDERGRADUATE
Computer Programming I
Computer Programming II
Data Structures and Algorithms
Database Management
Calculus I, II and III
Physics Mechanics
Engineering Exploration

Dean's List Awardee

EXPERIENCE

GAMEPLAY INC. | Software Engineering Intern
Jun 2020 – Sept 2020 | San Francisco, CA
•Designed a normalized SQL database schema and developed a calendar event scheduling and response service for users using ASP.NET and JQuery.
•Developed a "cookie management" repository that encrypts, stores and enables access of cookies of any object type.
•Designed a normalized SQL database schema and developed a field booking service using ASP.NET and JQuery and also integrated a payment gateway (Stripe API) for managing payments. | **www.gameplayus.com**

LEVERAGE EDU | Software Engineering Intern
June 2019 - Aug 2019 | New Delhi, India
•Developed web-scrapers in Python to mine data along with pre-processing huge amounts of unstructured data efficiently.
•Developed an OCR algorithm with high accuracy that indentifies and reads text in an image using Python's OpenCV library for the users to upload documents to the website. | **www.leverageedu.com**

DUBSTECH | Head of Game Development
November 2019 - Present | Seattle, WA
•Representing University of Washington's most active tech club in hosting and teaching workshops for beginner game-developers using C# and Unity Game Engine.
•Hosted and taught a month long workshop (30 people) for beginner game developers, where a Mario-clone was developed from scratch. | **/Dubstech-Unity-Workshop** | **/dubstech.org**

HUSKY GAMES STUDIOS | Founder
February 2019 - Present | Seattle, WA
•Founded a game development club at University of Washington that replicated a small scale game development studio, working on projects in a team of 5 | **/HuskyGamesStudio-project1**

PROJECTS

EPIROULETTE
Aug 2020 - Present | New Delhi, India
• Developed a chrome extension which lets people operate TV series/movies and live events from multiple platforms such as Netflix, Prime Video, etc. | **/Epiroulette**

SUDOKU GENERATOR/SOLVER
Sept 2020 | New Delhi, India
Developed a Sudoku Generator using recursive backtracking with Java | **/SudokuGenerator**

2V2 SOCCER GAME
Jan 2019 – Present | Seattle, WA
Developed a 2v2 Soccer game and using Unity game engine and C#

TOP-DOWN 2D COMBAT GAME
Mar 2018 – Aug 2018 | Seattle, WA
Idealized and built a smart AI for a 2D combat game based on Pac-Man using C# and Java | **/TopDown**

MESSAGING API
Apr 2019 – May 2019 | Seattle, WA
•Worked on designing an Open Multi-Member Messaging API using Node.js