

Rishi Aitha

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EDUCATION

Georgia Institute of Technology, Atlanta, GA
Bachelor of Science in Computer Science

May 2028

TECHNICAL SKILLS

Languages: C#, Java, C++, Python, JavaScript, HTML, CSS, GDScript

Technologies/Frameworks: Unity, Godot, React, Node, Express, OpenXR, PostgreSQL, Django, AWS (EC2), Git

Certifications: Harvard CS50's Web Programming with Python and JavaScript (2023)

WORK EXPERIENCE

Software Development Intern, UpCode Studios | Pittsburgh, PA

June 2024 – October 2024

- Created algorithms and data flows through Customer.io to streamline time-sensitive matchmaking between systems with 40,000+ users and organizations
- Analyzed SQL backend to create efficient automation for effectively replacing manual tasks
- Implemented database systems while ensuring stability with user information and communication
- Collaborated with foreign clients to solve problems and optimize strategies on large-scale applications

Coding Instructor, Code Ninjas Downingtown | Downingtown, PA

June 2023 – February 2025

- Taught game development and programming summer camps and year-round programs for children aged 5-14 to develop critical thinking and logical skills at young ages
- Instructed students and troubleshooted issues on several technologies, including Unity (C#), Python, Roblox Studio (Lua), and MakeCode Arcade
- Managed learning environment to support healthy development and increase customer retention

PROGRAMMING PROJECTS

Competition Event Selection Personality Quiz Website, Downingtown East TSA July 2024 – September 2024

- Designed a personality-based quiz algorithm to take responses and suggest matching events for the Technology Student Association competition
- Programmed and deployed frontend website using React with JavaScript, HTML/CSS, GitHub, and Netlify
- Used site to support chapter success as Vice President for an over 500% increase in state qualification

Virtual Reality Visualization (Rowing Rush), Downingtown East TSA

September 2023 – July 2024

- Created a virtual reality rowing game experience for children's exercise in an engaging, unique format
- Placed 2nd internationally in the TSA virtual reality visualization competition
- Integrated immersive gameplay and physics systems using Unity, C#, OpenXR, and the Meta Quest 2

Independent Game Development (APOLLO)

April 2024 – July 2024

- Designed, programmed, and published a 2D platformer video game with comprehensive content, a full storyline, and several novel mechanics
- Used Unity and C# to implement interactive features for an engaging user experience
- Created custom assets and artwork to enhance gameplay and visuals

LEADERSHIP/COMMUNITY ENGAGEMENT

LEAD Youth Volunteering, Sewa International USA

May 2021 – August 2024

- Engaged in 250+ hours of volunteer community service to support local organizations and charitable efforts, being awarded The President's Volunteer Service Award twice in gold, and once in bronze
- Worked on setup, management, cleanup, and other efforts for charity and cultural events
- Organized meetings, tracked data, and led over 100 members in the chapter for activities and events

ADDITIONAL SKILLS/INTERESTS

Game Development, Pixel Art, Web Development, VR Technology, Card Games, Distance Running