

Rytham Dawar

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EDUCATION

University of California, Davis

GPA: 3.6/4.0

Pursuing Bachelors of Science in Computer Science & Statistics

Expected Graduation: June 2026

Coursework: Data Structures, Algorithms, Operating Systems, Parallel Programming, Object Oriented Programming

SKILLS

Languages: C++, C, Python, HTML/CSS, JavaScript, TypeScript, React, React Native, Flutter, Dart, Node.js

Technologies: Django, OpenCV, SciKit, Git, Jira, MongoDB, Xcode, GitHub, APIs

Concepts: Fullstack, Data Science, Data Analysis, Software Engineering, Parallel Programming, Databases, Frontend, Backend, Systems, Game Development, Web Frameworks, Artificial Intelligence

PROFESSIONAL EXPERIENCE

IBM - Accelerate Software Track (Early Internship Program)

June 2024 - Present

- Getting mentorship from IBM employees, focusing on gaining skills in Full-Stack Development and Generative AI
- Developing a JavaScript based portfolio website, integrating unit testing for error-free user experience

Bloxwater (Roblox) - Script Developer [Link](#)

Jun 2023 - Present

- Working with senior developers to build a ticket console, enabling instant user issue resolution for 1500+ users
- Implemented Boids Algorithm with shark attacks on players, increasing active user engagement by 18%
- Collaborated to implement a skip button, reducing cut scene wait time and saving players 10 seconds per log-in

CodeLabs - Full-Stack Intern [MVP](#)

Oct 2023 - Jun 2024

- Developed front-end pages in TypeScript for a Dining Commons app, serving over 9,000+ UC Davis students
- Implemented Google Authentication using Firebase and MongoDB, streamlining the mobile app login process
- Created CRUD routes for menu items using Express in an Agile team environment for multiple Dining Commons

Beyond The Box Studio - Software Engineering Intern [App link](#)

Jun 2023 - Sept 2023

- Assisted CTO in designing architecture for a live streaming platform, integrating HTTP servers and load balancers
- Resolved issues on a client's mobile app by refactoring code in Flutter and Dart, eliminating overfitting errors
- Developed front-end pages for a client's mobile app, enabling content filtering on videos based on user selection

Capital One - Tech Fellowship

Jun 2023 - Aug 2023

- Won Best Project Award for a CLI project presented to Capital One leadership competing with 70+ students
- Gained Node.js and PostgreSQL skills in a selective fellowship (12% acceptance) under senior developer mentorship

PROJECTS

American Sign Language Analyzer | *Python, OpenCV, Google MediaPipe, HTML/CSS/JavaScript*

- Developed a sign language Machine Learning model using MediaPipe and OpenCV in a team of 5 at Google Club
- Built project website with HTML, CSS, and JavaScript, ensuring optimal user experience and functionality

Controllerless Basketball Shooting | *Python, Pygame, OpenBCI, Jupyter Notebook*

- Programmed a basketball game in Python, integrating a model to shoot based on EEG-detected jaw clench
- Collaborated to optimize the model with additional jaw clenching data, presented at UCLA to 300+ attendees

EnergyAI | *HTML/CSS/JavaScript, Flask, Linear Regression, Pandas*

- Developed a full-stack website predicting California's energy usage per county until 2050 with a team of 4 students
- Built frontend in HTML, CSS, JavaScript, and connected to backend using Flask for energy usage charts

Video Game Sale Predictor | *Python, SciKit-Learn, Pandas, Jupyter Notebook*

- Analyzed dataset of 100k+ video games using Python and Pandas to identify characteristics of successful games
- Built a predictive model with SciKit-Learn to analyze video games and determine factors influencing their success

AFFILIATIONS

ColorStack, CodePath Alumni, First Gen Fellow (Capital One), Google Student Leader, HacktheHood