

Arin Chandra

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Education

University of Wisconsin - Madison

Bachelor of Science in Computer Science and Information Science

GPA: 3.3/4

Sep. 2023 - May 2027

Relevant coursework: Machine Organization and Programming, Probability and Statistics, Linear Algebra, Calculus II, Cryptography, Operating Systems, Algorithms, Big Data, HCI

Skyline High School

Sammamish, WA

Graduated June 2023

International Baccalaureate diploma graduate

GPA: 3.8/4

Relevant coursework: IB Computer Science HL, IB Mathematics SL, IB Spanish HL

Experience/Projects

Project 1: Guitar Emulator (2023)

- Developed a Java-based program that took keyboard inputs and outputted guitar noises with the options to increase and decrease levels of pitch and tuning.
- Created with Object Oriented Programming in mind, as well as the creation of various implementations of sound processing.

Project 2: Golang URL Shortener (2025)

- A primitive Go URL shortener that uses ReactJS and local servers to input URLs and output arbitrarily shortened versions of them.
- Current progress stored on GitHub among other projects.

Project 3: LinkedIn Scraper (2025)

- Created a Python-based project using PyQt and the ChatGPT API to scrape LinkedIn postings and resumes. Generates learning paths and recommendations based on requirements of the posting.
- Current progress stored on GitHub among other projects. Plans to record proof of concept and add more functionality in the future.

Project 4: Undisclosed Godot Project (ongoing)

- Planning and designing a playable game in Godot utilizing the Godot studio suite as well as the respective programming language.
- Details are undisclosed due to early development stages and preferred secrecy at this moment.

AppsEConnect: ISO Migration Internship (December 2024-July 2025)

- Worked to migrate the company's ISO framework from the 2013 model to the 2022 one.
- Helped organizations establish and implement their ISMS, specifically contributed to creating some conceptual frameworks regarding the migration.
- Evaluated Amazon AWS SP-API compatibility and suggested changes to allow for developer access.

Activities

2019-present: Game Development

- 2 hours per week, various spans of time. Created using Unity and C#, but plan to move on to Godot.
- Participated in the programming and illustrative aspects of game development in game jams, meant to highlight what groups or individual developers can work on in the span of anywhere between a day and a few weeks. Participated in numerous Game Jam events hosted on itch.io during the timespan.
- <https://termin20.itch.io/grim-beginning>

2019-present: Music Development

- Independent music development of instrumental tracks. Posted on a YouTube channel after completion. Created mainly using LMMS.
- YouTube channel with music development workings:
<https://www.youtube.com/channel/UCiOnGxQbp2oZ-BX40CxX56g>

Other Skills

Fluent Spoken Language Skills: English and Spanish

Programming Language Skills: Java, HTML/CSS, R, C, Go, Python, Godot

Frameworks: JavaFX, Flutter, SpringBoot, ReactJS

Software/OS: Git, Linux, Unix, Android Studio, Adobe Suite, Godot

Hobbies: Weightlifting, music and game design, puzzle solving, programming, maintaining my personal website