Aryan Saxena

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EDUCATION

Iowa State University of Science And Technology

Ames, Iowa

Bsc. Computer Science - GPA 4.0

Graduation Date: Dec 2026

Coursework: Computing in Python, Object-Oriented Programming, Functional Programming, AI in Pytorch, Computing in C

Columbia University in the City of New York

NYC, New York

(Remote) Research Assistant: Benchmarking the code-reasoning abilities of multiple Large Language Models

WORK EXPERIENCE

Traced Research Project - Columbia University

New York City, New York

Research Assistant

Sep 2024 - Present

- Worked with a team of 5 members to produce bechmarks to assess the reasoning abilities of LLMS in code generation
- Utilized Google OSS-Fuzz to scrape 400+ function level code from multiple open source projects in C
- Analyzed **chain of thought** of the LLMs by using **GBD (GNU)** debugger to compare the values of the intermediate variables in source code and code generated by LLMs

$Best You College - \underline{\textit{bestucollege.com}}$

Ames, Iowa

Backend Engineer

Aug 2024 - Oct 2024

- Built automated data pipelines to scrape and aggregate data from multiple sources using Selenium
- Executed **Retrieval Augmented Generation (RAG)** models **DuoBert** and **DuoT1** model for reteriving data and used **CohereAI rerankers** to further optimize the reterival
- Implemented authentication and authorization mechanisms using JWT tokens
- Architected a RESTful API using Node.js and Express to improve application scalability.

Portfolio Website - aryan-saxena.com

Ames, Iowa

Full Stack Developer

May 2024 - Aug 2024

- Developed a professional portfolio website using **Next.js**, improving online visibility and personal branding by 50%
- Integrated Tailwind CSS with ReactJS for responsive design, increasing visitor retention by 40%.
- Implemented context management using TypeScript to handle theme changes, resulting in a 30% reduction in bugs

PROJECT EXPERIENCE

Abstract-Mario Game Ames, Iowa

www.github.com/aryansaxena1210/abstract-mario

Jan 2024 - Mar 2024

- Developed an interactive game in Java which micks the workings of the game Mario by 70%
- Implemented 11+ classes like Platform Element, Moving Element, Flying Element, Follower element, etc.
- Utilized **object-oriented principles** to create modular and reusable code, improving code maintainability by 40%.
- Implemented efficient algorithms for collision detection and player movement, reducing processing time by 30%.

Snakes x Packman Ames, Iowa

www.github.com/aryansaxena1210/snakes-x-packman

Mar 2024 - May 2024

- Developed an interactive game in Java, which is a cross between Snakes and Packman
- Designed Complex algorithms for **collision detection**, player movement, **game dynamics** and scoring.
- Conducted thorough unit testing and debugging to ensure reliability of game mechanics by 40%

ChatGPT Clone - Decoder-Only Transformer

Ames, Iowa

www.github.com/aryansaxena1210/transformer

May 2024 - Aug 2024

- Engineered an AI-powered Decoder-Only Transformer using PyTorch and Lightning, leveraging LLM techniques.
- Harnessed a 5-token vocabulary for embedding, optimizing the LLM's efficiency in small-scale artificial intelligence.
- Formulated **Positional Encoding** and **Self-Attention** from scratch, enhancing AI model precision by 20%.

TECHNICAL SKILLS

Languages: Python, Java, C, HTML/CSS, Javascript, Typescript, Kotlin

Libraries/Frameworks: ReactJs, NextJs, NodeJs, ShadCN, Framer-Motion, Jetpack-Compose, Retrofit MongoDb, Django, Flask, Tensorflow, Numpy, Pandas, Matplotlib