

# SHINY POKURI

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## EDUCATION

### Iowa State University

Anticipated: May 2026 | Ames, IA

Bachelor of Science, Computer Science (GPA: 3.87)

- **Minor:** Applied Artificial Intelligence

## TECHNICAL SKILLS

- **Programming Languages:** Java, Python, C, C++
- **Web Technologies:** HTML, CSS, JavaScript, React.js, Node.js, Bootstrap
- **Databases:** MySQL, MongoDB
- **Tools & APIs:** GitHub, Postman, Docker

## RESEARCH EXPERIENCE

### IRLab – Iowa State University

June 2025 – August 2025 | Ames, IA

Undergraduate Research Intern

- Developed a scenario logging system for FirstModuLAR using Unity and C#, enabling streamlined storage of Meta Quest 2 AR sessions to a remote server and improving data accessibility for analysis.
- Integrated Meta Quest 2 AR/VR into hardware testing workflows, debugged workflows to enhance usability and boost scenario performance consistency.
- Collaborated with faculty and graduate researchers to design software features in Unity, contributing to a system that strengthened emergency response training capabilities.

## PROGRAMMING EXPERIENCE

### Machine Learning Projects

- Built a Convolutional Neural Network for image classification (7 classes, ~5.6k images) using Python / Keras achieving ~69% validation accuracy; applied data augmentation and preprocessing.
- Practiced classical ML algorithms (linear regression, logistic regression, SVM, KNN, decision trees) and transfer learning, and automated dataset workflows using KNIME and n8n.
- Implemented model evaluation metrics (accuracy, precision, recall, F1, confusion matrix) to guide performance improvements and future workflow design.

### Advanced Web Development

- Built a functional e-commerce website using React.js, HTML, CSS and Bootstrap, delivering a responsive frontend that improved user shopping experience.
- Developed a Node.js backend with REST APIs, enabling product management and user interactions while ensuring reliable server-side performance.
- Designed and tested an intuitive user interface, enhancing accessibility and streamlining purchasing workflows.

### Game Development

- Collaborated with a team to create an Android gaming app in Java, implementing multiple mini games that broadened user engagement.
- Integrated WebSockets for real-time communication, providing smoother and more interactive gameplay.
- Conducted API testing and debugging with Postman, reducing system errors and ensuring consistent data flow.

## LEADERSHIP & INVOLVEMENT

- **Learning Communities, Peer Mentor** August 2025 - Present
- **The Navigators, Student Leader** Jan 2025 – Present
- **Bridges International, Treasurer** August 2024 - Present
- **Academic Success Center, Tutor** January 2023 – May 2025