





# KRITIKA PANDIT

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## EDUCATION

### Carleton College

B.A. in Computer Science & Statistics (GPA: 3.70 / 4.00)

Expected June 2026

Northfield, Minnesota

- **Honors:** Starr International Scholar (Full-ride), Carleton Summer Internship Funding (awarded 3x), DHAG Fellow
- **Relevant Coursework:** Data Structures & Algorithms, Advanced Software Design, Mobile App Development, Applied Cryptography, Human-Computer Interaction, Data Science, Statistical Modeling, Computability & Complexity

## EXPERIENCE

### Product and Strategy Intern | SayKid - EdTech Startup

Jun 2025 - Present

- Increased user engagement by 27% by leading product and marketing strategy for SayKid's screen-free platform, optimizing user journeys and conversion funnels.
- Cut costs by 40% and improved email conversion rates by 25% by replacing Zapier with a custom MailerLite API integration, and designed and implemented a backend solution based on market research.
- Programmed voice-enabled learning games in JavaScript and Voiceflow to promote screen-free, speech-based education.

### Gen AI Intern | Amplify GenAI Pilot Project, Carleton College

Jun 2024 - Present

- Led 10+ feedback sessions with students and faculty to identify usability issues in Amplify GenAI & delivered a report with 10+ design suggestions, 80% of which were implemented by the ITS team.
- Conducted cross-department UI testing and worked with developers to resolve navigation issues, improve onboarding, and boost overall platform efficiency by 25%.
- Developed the Moodle course: Understanding & Using Generative AI, now used by 100+ students; integrated interactive modules on AI ethics, prompt crafting, and sustainability.

### ML Research Assistant | Hoopfer Lab, Carleton College

Jun 2024 - Aug 2024

- Enhanced pose tracking and grooming behavior analysis of fruit flies using SLEAP, improving model accuracy by 30% to support neuroscience research on links between Drosophila behavior and human neurobiology.
- Optimized data pipelines with TensorFlow, NumPy, and Matplotlib, reducing preprocessing and training time by 25% for faster and more reliable behavioral modeling.

### Junior Software Developer | Virtual Viking Longship Project, Carleton College

Jun 2023 - Jun 2024

- Programmed interactive VR simulations and rowing mini-games in Unity (C#); integrated Meta XR SDK for gesture-based controls and cross-platform support.
- Consulted crew members, interviewed experts, and collected reference images to improve interaction design and user experience.
- Modeled high-fidelity 3D Viking artifacts using Blender and photogrammetry; collaborated with historians to ensure cultural accuracy in reconstructions.

## PROJECTS

### Carls Swap Prototype

Jan 2025 - Present

- Built a zero-waste campus exchange platform enabling item sharing, reservation, and reuse; supported CCCE's effort to reduce landfill waste from dorm cleanouts.
- Led UX research with 15+ stakeholders; extracted 20+ design requirements using fictional inquiry, semi-structured interviews, and NVivo analysis.
- Created two interactive Figma prototypes and improved UX through think-aloud and sticky-note testing, reducing task completion time by 40%.

### Travel Journal App

Nov 2024 - Dec 2024

- Developed an interactive Android app for tracking travel experiences, including expense tracking, itineraries, and multimedia storage, increased user engagement by 70%.
- Integrated Google Maps API for location-based trip planning, enhanced UI/UX through user testing, and implemented Firebase and Room Database for robust data storage.

### Carls Chat Website

Apr 2024 - Jun 2024

- Led a team of 4 to build a Flask-based platform supporting real-time chat, avatar customization, and location-based activities; boosted student engagement by 30% and achieved 85% user satisfaction.
- Deployed the app using Docker with WebSocket integration for 100+ concurrent users & enhanced functionality by integrating Stripe for donations and Clerk for secure user authentication.

## LEADERSHIP & ACTIVITIES

- President of **Girls Who Code**: Led workshops, internship panels to mentor women in tech.
- Resident Assistant (2 years) for 50+ students: Created inclusive programming and served as a peer mentor.
- Media Manager for **Gender Minorities in Mathematics and Statistics**: Led outreach and branding.

## SKILLS

**Technical:** Python, R, SQL, Java, Kotlin, HTML/CSS, MATLAB    **Data:** Tableau, Excel, Pandas, NumPy, Matplotlib, NVivo  
**Tools/Frameworks:** Git, Docker, Firebase, PostgreSQL, Flask, Django, React, TensorFlow, PyTorch, NLTK, Bootstrap, Figma  
**Languages:** English, Nepali, Hindi