Sarthak Agarwal

Computer Science Student

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TOOLS & TECHNOLOGIES

- SQL / MONGO-DB
- Figma / Adobe Photoshop
- JUnit / CUnit / GCOV / GPROF
- GitHub, ZenHub
- Arduino, MIT App Inventor

PROGRAMING LANGUAGES

- C / C++ / Java / Python
- HTML / CSS / Php
- JavaScript (NodeJS / ReactJS)

RELEVANT CLASSES

- CSE 442: Software Engineering
- CSE370 : Applied Human Computer Interaction and Interface Design
- CSE312: Web Applications
- CSE 306: Software Quality in Practice
- CSE220: Systems Programming

CERTIFICATIONS:

- UDEMY: C Programming For Beginners - Master the C Language.
- UDEMY: Web Development Bootcamp

ACHIEVEMENTS

- Winner: UB Hacking 2021
- Mentor: HackDavis 2018

EDUCATION

University at Buffalo (SUNY) - Buffalo

January 2020 – Present (Graduating: December 2022)

- Pursuing Bachelor of Science in Computer Science
- Concentrations in Software, Web Development & Programming Languages.

De Anza College - Cupertino

August 2017 - June 2019

Acquired associates degree in Computer Science.

EXPERIENCE

Teaching Assistant - University at Buffalo (SUNY)

January 2022 - Present

- Teaching Assistant for Prof. Kenneth Regan's Data Structure Course (CSE 250).
- My responsibilities include grading assignments alongside conducting recitations and office hours to help students better understand the concept of Data Structures

Teaching Assistant / Tutor - De Anza College

January 2018 - June 2019

- Tutor for CS and STEM courses.
- Teaching Assistant for English Writing 1A under Prof. Alex Giardino

PROJECTS

Cypher: Password Manager

- Led the design and development of a password manager web application built using HTML, CSS, JS, PhP and MySQL alongside three other team members.
- Handled design, complete frontend development and few backend features.

UBLends

- Developed an online marketplace created for University at Buffalo.
- In the team of four, I was responsible for all the front-end design and development utilizing ReactJS, HTML and CSS.

Frontline.AI

- Won 1st Place in UB Hacking 2021 out of more than 100 teams.
- Constructed, with a team of three, a mask vending machine for people entering the grocery stores without wearing masks during the Covid-19 pandemic.
- Handled arduino functionality for a mask vending machine and developed an application to notify grocery store owners about the absence of mask on a shopper's face.