


ANDY MANDAL

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EDUCATION

Bachelor of Science Computer Science Major | University of Calgary

2023

Final year of computer science was focused on the following topics:

- Modern UI design using Visual Studio (C#)
- Hands on HCI projects using the Arduino microprocessor (C++)
- Computer security and OS (C++)
- Design and analysis of algorithms



EXPERIENCE

Software Developer Intern | ASHARE

2022 MAY – 2022 SEPT

- Developed front-end forms and UI elements in React for a Calgary based start-up.
- Collaborated with a team of three to create user-friendly interfaces.

Computer Science Private Tutor | Self-employed

2020 – 2021

- Tutored multiple students in computer science courses ranging from first to fourth year.
- Utilized hands-on and trial & error-based practices to reinforce concepts and formulate solutions.

Connected Solutions Specialist | Best Buy

2014 – 2018

- Assisted customers in finding the perfect computer based on their specific needs.
- Often supported Geek Squad with diagnosing computer hardware issues.



SKILLS

- Proficient with C#, Java, C++, Python
- Familiar with low level programming using ARMv8, BASIC
- Experience with ReactJS, Arduino, simple electric circuits, simple soldering
- Knowledgeable about version control system such as Git.
- Proficient with Linux OS, terminal, bash scripts
- Android App development using Android Studio (Java)



PROJECT WORK

Posture Alert | Arduino (C++)

2022/2023

- Designed and built a physical device using ultrasonic sensors to detect users' sitting posture.
- Developed a calibration system to warn users if they slouch, solving an everyday problem.
- Developed a low-cost prototype incorporating everyday materials such as popsicle sticks, pipe cleaners with affordable electronics.

<https://www.youtube.com/watch?v=5xFqm6QPP1I>

Hydro Homie | Arduino (C++)

2022/2023

- Created a contraption to display water consumption using DC-motors and strings.
- Served as a fun reminder for staying hydrated throughout the day.

<https://www.youtube.com/watch?v=v7SpnMYjVSA>

Real-Tors Real Estate Web Application | Visual Studio (C#)

2021/2022

- Developed a mock real estate website using Visual Studio C# with a focus on user experience.
- Conducted Task-Centered System Design (TSCD) iterations and heuristic evaluations.

<https://github.com/AnindyaMandal/CPSC481-Real-Tors>

VR Therapist | AFRAME (WebVR, JS)

2022/2023

- Developed a web application for virtual face-to-face therapy sessions between therapists and patients.

<https://vr-therapist-cpsc581.glitch.me/>

Jim's Purgatory | BASIC

2021

- Designed a platformer game in Vic-20 BASIC with smooth gameplay and pseudo-random map generation.
- Gained insights into low-level architecture and problem-solving techniques.