ARMAN ALI KHONDKER

: ARMANKHONDKER

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EDUCATION

University of Texas at Austin — B.S. Electrical and Computer Engineering — **May 2020**
Technical Cores: Software Engineering and Design, Data Science and Information Processing

EXPERIENCE

PROS Software Product Development Intern – Houston, Texas — **June 2018 - August 2018**

- Won 1st Place at PROS Hackathon 2018 by building a B2B pricing product that leveraged competitor prices to provide a dynamic pricing estimator and a sentiment analyzer to deliver real-time consumer feedback from YouTube comments
- Utilized React, JavaScript, CSS/LESS to implement, design and demo the Numeric Range Selector UI Pillar component
- Integrated Highcharts Heat Maps into the Scientific Analytics PROS Pricing Solution Suite Product
- Achieved 100% code coverage for both projects, improved SA data visualization by 15% for data analyst customers
- Gained first-hand experience working with the full industry software development lifecycle

Schlumberger Software Engineering Extern – Houston, Texas — **January 2017**

- Shadowed software engineers and learned about the practical skills used in a modern software engineering workspace

Mathnasium Instructor – Houston, Texas — **July 2015 - August 2017**

- Taught, assessed and remediated students in 2nd-12th grade by utilizing the Mathnasium Method
- Pitched Mathnasium Program plans to potential customers and explained the Mathnasium Method to parents

UT Recreational Sports Intramural Basketball Referee – Austin, Texas — **November 2017 - January 2018**

- Officiated IM basketball, verified participant eligibility, cultivated a fun atmosphere in a competitive environment

SELECTED PROJECTS

YouTube Sentiment Analyzer Bot (PROS Hackathon 2018) — **July 2018**

- Created a Python Bot that uses YouTube's Data API to parse comments of videos and determine sentiment polarity
- Won PROS Hackathon 2018 by integrating the bot into a dynamic pricing estimator that utilized machine learning

Personal Portfolio Website — **March 2018**

- Built and tested a responsive personal website using HTML/CSS/JS and bootstrap, deployed using GitHub pages

Blip Compiler Project (Software Design and Implementation – EE 312) — **April 2018**

- Developed an interpreter/compiler in C++ for Blip, a simple procedural language, with specified syntax and behavior
- Implemented data structures to handle reverse polish notation for binary/unary operations and variables assignment

8-Ball Pool Video Game (Introduction to Embedded Systems - EE 319K) — **April 2017**

- Utilized embedded systems to create and design a hand-held video game that simulates 8-Ball Pool
- Built the video game utilizing a TM4123 Microcontroller, DAC, ADC, LEDs, slide pots, buttons and joysticks

SOFTWARE SKILLS

Languages: C/ C++, Python, Java, JavaScript, ReactJS, HTML/CSS, ARM Assembly, LC3
Tools: Git, React, Redux, Anaconda, Pandas, Matplotlib, Linux

LEADERSHIP EXPERIENCE AND ACTIVITIES

University of Texas 512 Hyperloop Engineering Team - Power Team, Designer — **September 2016 - Present**
University of Texas Machine Learning and Data Science Club - Active Member — **September 2016 - Present**
University of Texas Institute of Electrical Engineers (IEEE) - Active Member — **August 2016 - Present**
University of Texas Bengali Student Association - Active Member — **August 2017 - Present**

SELECTED COURSEWORK

Algorithms (EE 360C), Software Design and Implementation I & II (EE 422C & EE 312), Probability and Random Processes (EE 351K), Introduction to Embedded Systems (EE 319K), Circuit Theory (EE 411), Intro to Computing Systems (EE 306), Discrete Mathematics (M325K) , Differential Equations (M427J), Multivariable Calculus (M408D), Matrices and Linear Algebra (M340L), Engineering Communications (EE 333T)