

# ARMAN ALI KHONDKER



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## EDUCATION

<b>University of Texas at Austin</b>	B.S. Electrical and Computer Engineering Technical Cores: Software Engineering and Design, Data Science and Information Processing	<b>May 2020</b>
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## EXPERIENCE

<b>PROS Software Product Development Intern</b> – Houston, Texas	<b>June 2018 - August 2018</b>
<ul style="list-style-type: none"><li>• Won 1<sup>st</sup> 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</li><li>• Utilized React, JavaScript, CSS/LESS to implement, design and demo the Numeric Range Selector UI Pillar component</li><li>• Integrated Highcharts Heat Maps into the Scientific Analytics PROS Pricing Solution Suite Product</li><li>• Achieved 100% code coverage for both projects, improved SA data visualization by 15% for data analyst customers</li><li>• Gained first-hand experience working with the full industry software development lifecycle</li></ul>	
<b>Schlumberger Software Engineering Extern</b> – Houston, Texas	<b>January 2017</b>
<ul style="list-style-type: none"><li>• Shadowed software engineers and learned about the practical skills used in a modern software engineering workspace</li></ul>	
<b>Mathnasium Instructor</b> – Houston, Texas	<b>July 2015 - August 2017</b>
<ul style="list-style-type: none"><li>• Taught, assessed and remediated students in 2<sup>nd</sup>-12<sup>th</sup> grade by utilizing the Mathnasium Method</li><li>• Pitched Mathnasium Program plans to potential customers and explained the Mathnasium Method to parents</li></ul>	
<b>UT Recreational Sports Intramural Basketball Referee</b> – Austin, Texas	<b>November 2017 - January 2018</b>
<ul style="list-style-type: none"><li>• Officiated IM basketball, verified participant eligibility, cultivated a fun atmosphere in a competitive environment</li></ul>	

## SELECTED PROJECTS

<b>YouTube Sentiment Analyzer Bot (PROS Hackathon 2018)</b>	<b>July 2018</b>
<ul style="list-style-type: none"><li>• Created a Python Bot that uses YouTube's Data API to parse comments of videos and determine sentiment polarity</li><li>• Won PROS Hackathon 2018 by integrating the bot into a dynamic pricing estimator that utilized machine learning</li></ul>	
<b>Personal Portfolio Website</b>	<b>March 2018</b>
<ul style="list-style-type: none"><li>• Built and tested a responsive personal website using HTML/CSS/JS and bootstrap, deployed using GitHub pages</li></ul>	
<b>Blip Compiler Project (Software Design and Implementation – EE 312)</b>	<b>April 2018</b>
<ul style="list-style-type: none"><li>• Developed an interpreter/compiler in C++ for Blip, a simple procedural language, with specified syntax and behavior</li><li>• Implemented data structures to handle reverse polish notation for binary/unary operations and variables assignment</li></ul>	
<b>8-Ball Pool Video Game (Introduction to Embedded Systems - EE 319K)</b>	<b>April 2017</b>
<ul style="list-style-type: none"><li>• Utilized embedded systems to create and design a hand-held video game that simulates 8-Ball Pool</li><li>• Built the video game utilizing a TM4123 Microcontroller, DAC, ADC, LEDs, slide pots, buttons and joysticks</li></ul>	

## 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

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

## 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)