ARMAN KHONDKER

: ARMANKHONDKER

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EDUCATION

University of Texas at Austin — B.S. Electrical and Computer Engineering — **May 2020**
GPA: 3.3/4.0 — Technical Cores: Software Engineering and Design, Data Science and Information Processing

EXPERIENCE

PROS Software Engineering Intern - Houston, Texas — **June 2019 - Present**
- Practiced Agile Development techniques with sprint planning, scrums, acceptance testing, and Jira ticket handling
- Improved Rental performance testing environment by implementing automated data generation tools for transfers
- Built Java protocol for Group Sales Optimizer team to interface an exchange rate API

PROS Software Engineering Intern - Houston, Texas — **June 2018 - August 2018**
- Utilized Agile Development, JIRA, Git, and other Atlassian tools
- Utilized React, Javascript, CSS to implement, design, and demo the Numeric Range Selector UI Pillar component
- 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
- Integrated Highcharts Heat Maps into the Scientific Analytics PROS Pricing Solution Suite Product
- Achieved 100% code coverage and improved SA team data visualization tools by 15% for analyst customers

Schlumberger Software Engineering Extern - Houston, Texas — **January 2017**
- Shadowed software engineers and learned about the practical skills used in a modern software engineering workspace

SELECTED PROJECTS

Twitter Tweet Polarity Analysis Bot (PROS Hackathon 2019) — **July 2019**
- Built a python script to parse Tweets and determine sentiment that could be used in a pricing recommendation model

YouTube Comment Sentiment Analyzer (PROS Hackathon 2018) — **July 2018**
- Created a python bot that uses YouTube's Data API to parse comments of videos and determine sentiment polarity

Critters Java Project (Software Design and Implementation II) — **December 2018**
- Implemented a Java MVC to simulate a critters environment which allowed various species to spawn and interact

Base Stations Dynamic Programming Project (Algorithms) — **November 2018**
- Designed and implemented an algorithm in Java to detect the optimal antenna range and set of base station positions

Personal Portfolio Website — **March 2018**
- Built and tested a responsive personal website using HTML/CSS/JS and deployed the website using GitHub pages

Blip Compiler Project (Software Design and Implementation I) — **April 2018**
- Developed an interpreter/compiler in C++ for Blip, a simple procedural language, with specified syntax and behavior

8-Ball Pool Video Game (Embedded Systems) — **April 2017**
- Utilized embedded systems to create and design a hand-held video game that simulates 8-Ball Pool

RELEVANT COURSEWORK

Algorithms, Software Design and Implementation I & II, Software Testing, Software Architectures, Software Lab, Digital Logic Design, Discrete Mathematics, Matrices, Linear Algebra, Probability and Random Processes, Number Theory

SOFTWARE SKILLS

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

EXTRACURICLAR ACTIVITIES AND AWARDS

Texas Instruments Scholar – UT Austin Recipient — **October 2018 - Present**
University of Texas Machine Learning and Data Science Club - Active Member — **September 2016 - Present**
University of Texas Bengali Student Association - Active Member — **August 2017 - Present**
University of Texas Institute of Electrical Engineers (IEEE) - Active Member — **August 2016 - Present**