

Atashree Mondal

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OBJECTIVE:

To work in a firm with a professional work driven environment where I can utilize my knowledge and skills and explore technical feasibilities, which will enable me as a continuing graduate student to grow economically and academically while fulfilling organizational goal in a socially beneficial manner.

EDUCATION:

- Continuing student in Bridgewater State University for Masters in Computer Science.
- Bachelor of Technology in Computer Science and Engineering from Biju Patnaik University of Technology, Odisha, India with GPA 3.05.
- Completed intermediate from IPSAR College under CHSE with 61.8%.
- Matriculated from DAV Public School with 83% under CBSE.

ACADEMIC EXPERIENCE:

- UNDERGRADUATE PROJECT: Net Auction
Description:

Net Auction project was based on creating a web-based application where bidders would be able to punch in their offer price for an item and at the close of auction if sale is finalized, they could pay it over the internet.

Contribution:

1. Understanding the process and various parameters that would be required to design the same.
2. Understanding the project architecture and the business objects of that project.
3. Create frontend using struts framework.
4. Created the backend tables required for buyers, sellers, items, category, payment etc.
5. Created the JSP connection to interact between the buyers module, item module and bidding module.

- **GRADUATE PROJECT:**

- I. Phonebook Rendering:

- Description:

- Phonebook rendering was implementation of phonebook application using Trie data structure. The application sorted information about people and their phone numbers and retrieve it in optimal time.

- Contribution:

- *I wrote two JavaScript which were used to interact with the html and create an instance to interact with other script which had trie data structure mechanism.

- *I created an html page to get input from the user and then display output.

- *The project was created with three functionalities such as adding contacts, displaying contacts, deleting contacts.

- II. Solar System (Unity Project)

- Description:

- The 3D Solar System was created in unity environment and basic properties of unity were applied to manipulate the behavior and characteristics of different game objects.

- Contribution:

- *I wrote multiple c# scripts to interact with different game objects with their respective specified properties.

- * I manipulated the behavior of the game objects by using techniques such as line renderer, mesh filter, collision detection, ray casting, transformation.

WORK EXPERIENCE:

Working as a Graduate Assistance at Bridgewater State University in Health and Kinesiology Department.

Environment/Tool/Languages:

Java, JDK, JSP, HTML, C, C++, C#, p5.js

EXTRACURRICULAR ACTIVITIES

- I have been volunteering in Angel foundation, West Bengal which is an orphanage taking care of the stranded children whose parents get stuck in the India Bangladesh border.
- I like travelling and long walks on the beach

- I also like listening to music while doing yoga