

## EDUCATION

### University at Buffalo, SUNY

Bachelor of Science, Computer Science, Fall 2020

Anticipated Dec 2020

## SKILLS

**Programming Languages:** Java, C++, JavaScript, HTML/CSS, SQL

**Frameworks & Tools:** Express, Django, React, git, Bash scripting, MongoDB, Visual Studio

## WORK EXPERIENCE

### EveryKey

05/20/2020 - Present

Software Engineering Intern [NodeJs, Express, MySQL, JavaScript, HTML, CSS]

- Designed and implemented a support form that grabs all the required metadata of the customer and sends the issue tickets directly to a third-party service called FreshDesk. This helped user agents solve customer issues efficiently and in-turn increased the number of tickets solved per day by 40%.
- Added functionality to the backend API to send automated welcome emails to customers when they pair their Everykey device.
- Cleaned up the UI and backend routes which reduced website's response time by 20% and made the development process a lot easier for all the other developers.

### Neural Cloud Solutions

05/01/2019 – 05/01/2020

Software Development Intern [NodeJs, Express, JavaScript, HTML, CSS]

- Developed multiple core components for an application called Bar-View that is a user-feedback based recommender system like yelp for bars in Buffalo, NY.
- Designed and implemented a subscription based payment system that automates payments from bar-owners using Stripe.

### University at Buffalo, SUNY

08/27/2019 – 05/01/2020

Teaching Assistant (Lead) - Algorithms Analysis and Design (CSE331)

- Held office hours and recitations twice every week for a class size of ~230 students.
- Created a support page for Interval scheduling algorithm for students to understand the material better.

## PROJECTS

### Kendra (Hackathon winning project) [NodeJs, Blender, Unity on Cloud]

- Kendra is a virtual reality chat-bot that can sync lips, make eye contact, and simulate hand gestures.
- It is integrated with YouTube API to create a seamless, immersive experience to make banking apps user-friendly and fun to use.

### Guess The Word [NodeJs, Express, Socket io, webRTC, JavaScript, HTML, CSS, Bootstrap]

- Developed a video call integrated game based on catch-phrase. It includes multi-user video conferencing, and has real-time chat built-in.
- Users (up to 4) can create/join rooms with their friends to play the game. They can even save rooms to not have the hassle of creating one each time.

### Smart City Finder [Django, Keras, JavaScript, HTML, CSS, Bootstrap]

- A Multi-layered Neural Network application that helps candidates choose the most logically favorable option when they have offers from multiple different companies from different locations.

### Interpreter [OCaml]

- Developed an interpreter from scratch, that executes various math and logical operations (addition, multiplication, comparison, concatenation etc.) on different data types for a small, OCaml-like, stack-based bytecode language.

### Candy Crush [Java]

- Built a clone of candy crush with similar functionality using Java using model-view separation combined strong software engineering practices.