


CONTACT

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COURSES

Computer Architecture, Assembly Language, Data structures and algorithms, Digital Design, Algorithm design and analysis.
Design: Interaction Design, Form color and shape, Interactive Media.
Coursera: Machine Learning with python, Data Science

PROJECTS

PlayAid (debparna.github.io/PlayAid)
[Hack Davis](#) | [UC Davis](#) | [Individual](#)

Designed and coded a four page motion sensitive website using HTML, CSS, d3.js, leap.js and Leap Motion hand sensor. This website was created for the physically and visually impaired to be able to navigate the web more easily. Also added IBM watson’s personality analysis and voice to text API

GitDif
[Open Source Hackathon](#) | [GitHub HQ](#) | [Team](#)

Built an extension of git hub using HTML, CSS and react.js. This extension serves as a way to use git hub user information such as number of pulls or commits or coding style to compare two users for recruiters.

Delphi
[/Hack](#) | [Galvanize](#), [Sf](#) | [Team](#)

Built an IOS application using swift on Xcode IDE. Made use of weather API’s, google’s core location frameworks and scraped through data to display the weather conditions to let the user know if they can go star gazing in the night or not.

DEBPARNA PRATIHER

University Of California, Davis (2018)
B.S Computer Science

SKILLS:

- Frontend:HTML, CSS 5, processing.js, Restful API, Javascript, jQuery
- Backend:C, C++, RUST, swift, CUSP, git. python, Assembly, logism
- Software/OS:Photoshop, Illustrator, InDesign, Sketch 3, IOS
- Tools:Xcode, Eclipse, gdb, git
- GitHub:github.com/Debparna
- Portfolio:behance.net/Deb_Design

EXPERIENCE

Data visualisation designer
[TEDxUCDavis](#) | [Davis, California](#) July - Present 2016

- Managed Web content of the organization using HTML and CSS.
- Designed logo and brand identity of the organization.

Founder and President (www.ucdesignare.com)
[Dèsignare](#) | [UC Davis, CA](#) March - Present 2016

- Founded a design, technology and entrepreneurship club at UC Davis.
- Recruited hundred plus members for the organization.
- Managed a team of ten board members and overlooked board meetings.
- Successfully held events such as the first ‘Passion Project Builder’ and Designathon events.

Software Developer
[Hegemony Technology](#) | [Davis, California](#) June - September 2016

- Implemented Scrum agile framework to complete project.
- Created user interface for the IOS application using sketch 3 and an infographic report using illustrator to increase kickstarter funding by 75%.
Worked closely with client and product owner in a startup environment to develop the app.
- Worked set up AWS database and made use of charting API’s to display mobile analytics for the application.
- Created User interface and LogBook functionality in Xcode using swift 3 for the IOS application 'Swing Row'.

Engineering Intern
[LEED Energy conservation office](#) , [UC Davis](#) September - Present 2016

- Managed data pertaining to the energy facilities of every building in the university.
- Wrote macros to sort through and create graphs of data collected over last ten years.
- Used excel, SQL and VBA to file energy reports on the data from each building on campus

Product Engineer
[Quetzel](#) – www.quetzel.com | [Bangalore, India](#) June - July, 2014

- Learned observation drawing, drafting and, the principles of ergonomic design.
- Prototyped 3D models of products such as chairs and furniture for the company showroom.
- Planned and Drafted a one bedroom floor plan for a studio apartment.