Malini Dasgupta

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EDUCATION

University of California, Davis *December 2022 (Expected)*
B.S. Computer Science, B.A. Psychology **GPA*: 3.8**
Awards: Provost's Award (scholarship awarded to high achieving freshmen), Dean's Honor List (top 16% of class in Fall 2018, Winter 2021, Fall 2021)
Relevant Coursework: Software Development in UNIX and C++, Object Oriented Programming, Implementation of Data Structures in C, Algorithm Design and Analysis, Operating Systems, Machine-Dependent Programming, Web Programming

SKILLS

Python | Java | C | C++ | HTML | CSS | JavaScript | Angular Framework | ReactJS | OOP | Agile Methodologies | R | MATLAB

WORK EXPERIENCE

Quantiphi Boston, MA
Software Engineering, Front End Intern *June 2022 – Current*
- Developing the front end of an integration module for a chatbot platform to allow easy integration for new users
- Using ReactJS to implement user friendly UI/UX increasing customer retention and satisfaction

Quantiphi Mumbai, India
Software Engineering, Intern *Aug 2021 – Sept 2021*
- Designed a Dialogflow conversational chatbot to help users find domestic flights in the United States using webhooks and a flight API
- Researched existing spell check models and trained a spello model with domain-specific data
- Created a spell checker Web API using Python and Flask to act as the first step in a Natural Language Understanding (NLU) model pipeline, increasing efficiency by 12%

UC Davis, College of Engineering Davis, CA
Student IT Assistant *Feb 2022 - Current*
- Set up workstations with CPUs, docking stations and accessories for customers and resolved hardware issues
- Trouble shot, installed, and updated software applications on machines increasing customer satisfaction by 20%
- Provided general IT support and resolved tickets for the Department of Institution of Transportation Services

Jupiter.Money Mumbai, India
Engineering and Community Outreach Intern *Sept 2020 – Dec 2020*
- Increased foot traffic by 18% on Community page by improving UI using CSS, HTML and Java Script
- Designed and programmed a user-friendly sign in flow for Beta users, increasing signups by over 10%
- Organized 3 contests and 2 events to gather user data on finance-related topics and increase engagement

LEADERSHIP AND PROJECT EXPERIENCE

Student Tutor Davis, CA
ECS12: Introduction to Media Computation *Jan 2022 – March 2022*
- Introduced basic concepts in Processing to beginner programmers using interactive problem-solving techniques
- Led weekly labs and drop-in hours for 30+ students to help debug code and clear conceptual doubts about class content

Fitness Tracker App *May 2021*
- Used pair programming to develop a dynamic fitness application for users to track their fitness goals and progress
- Implemented visual graphs, reminders, databases, and Google log-in to improve functionality and user experience
- Technologies used: HTML, CSS, NodeJS, SQlite3

Data Structures & Graph Algorithms in C, C++ *April 2021*
- Implemented linked list, dynamic array, queue, and stack APIs using void pointers that can be imported as data structures and used in external programs
- Implemented a dynamic hash table data structure with functions including updation, insertion, rehashing, deletion by value, get value, etc.
- Programmed solutions to network flow problem, bipartite matching problem and shortest distance problem using BFS and Dijkstra's Algorithm; used unit testing with varied inputs to test solutions

Maze Game *March 2021*
- Developed a terminal game in C++ with a Makefile where the user must move through a maze until they find an exit