TANVI PATEL

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http://be.net/tanvipatel

STRENGHTS

Hard-working | Adaptive | Persistent | Friendly | 3+ yr of professional experience

Application Development | Data Visualization | Research | Programming | User Experience | Human Computer Interaction

SKILLS

TECHNICAL

Programming: Java, JavaScript, Ruby, Python, C#, React.js, karma coverage, D3.js, mongo dB, SQL, C++
Applications: Axure for wireframming, Maven, JIRA, NetBeans, Visual Studio code, Tableau, REST services
S/W Methodology: Agile-Scrum
Server: Tomcat, xampp, Windows IIS
Version Control: BitBucket Git, SVN tortoise
Tools: Node Inspector, FireBug, chrome console, OpenMP, VirtualBox

PERSONAL

COMMUNICATION
ORGANIZATION
CREATIVITY

EXPERIENCE

Graduate Research Assistant (Jan 2016 – Present)
ARIZONA STATE UNIVERSITY

Formative Assessment with Computational Technologies (FACT) project: Building client for FACT.JS project (Intelligent Tutoring System for assisting middle/high school math students & teachers) under supervision of Dr. Kurt Van Lehn

UI/UX Developer (Mar 2014 – July 2015)
ORACLE FINANCIAL SERVICES SOFTWARE

Oracle Banking Platform (OBP): Built UI plugins and components for reusable purpose. Developed automated story board for Product (OBP) demonstration to make life easier for managers.
Data driven document tool for OBP: Developed a tool using server side scripting on React js and d3,js to visualize real time application data with improved efficiency from several hours to minutes.

Associate Developer (Aug 2012 – Mar 2014)
URJA COMMUNICATIONS

Ford Ecosport Facebook API: Built Facebook application on Buddymedia platform and integrated with Facebook API.

EDUCATION

MS in Computer Science (Thesis) (Fall 2015-Spring 2016)
ARIZONA STATE UNIVERSITY GPA: 3.58

Coursework: Human Computer Interaction, Data Visualization, Data Mining, Foundations of Algorithm, Game Theory and Applications, Distributed Software Development, Software Design

BE in Information Technology (Fall 2008-Spring 2012)
MUMBAI UNIVERSITY

PROJECTS

Augmented Reality Application – Table Clock: Implemented AR rendering using Unity for Android to make Google Cardboard table clock application

Gesture Recognition – Leap Motion application: Using Leap SDK identified defined gestures using support vector machine algorithm.

CandyFit Project – Hackathon Winner under category of best recruiting app 2016: Implemented data visualization on processed candidate data to find best fit for employer considering attributes other than educational and technical background.

Game Theory Techniques for Recommender System: Game theory application to help in analyzing how users can react to get their best payoff when something is offered to them.

StackOverflow Recommender: Implemented tag affinity and content based recommendation system. Central idea to create efficient visualization of recommendations to users.