

# Minati Alphonso

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## EDUCATION

### South Dakota Mines

*M.S. Computer Science and Engineering (CGPA: 3.55)*

*B.S. Computer Science (CGPA: 3.47)*

**Awards:** Grace Hopper Celebration Scholar 2020, Fomento Scholar 2018 – 2022

Rapid City, SD

Aug 2023 – May 2025

Aug 2018 – May 2022

## WORK EXPERIENCE

### Graduate Research Assistant | C#, Unity, GitLab, Oculus Rift

*South Dakota Mines*

Aug 2024 – May 2025

*Rapid City, SD*

- Led weekly VR lab sessions for 17 students, resolving debugging issues and ensuring 100% tutorial completion.
- Reviewed and tested 14 VR lab tutorials pre-release, eliminating technical bugs, and updating instructions to improve learning outcomes.

### Graduate Teaching Assistant | C++, Python, Java

*South Dakota Mines*

Aug 2023 – May 2024

*Rapid City, SD*

- Graded assignments for 200+ students across 7 CS classes, reinforcing object-oriented programming concepts.

### Application Analyst | Vue.js, TeamDynamix, GitHub

*South Dakota Mines*

Jun 2022 – Jun 2023

*Rapid City, SD*

- Collaborated with 2 campuses and 3 departments to build system-wide applications, improving data sharing and inter-departmental communication.
- Designed workflow automation and maintained 10+ web forms, improving productivity and user experience.

### Software Engineer Intern | C#, WPF, Jira, Perforce, Confluence

*Electronic Arts*

May 2021 – Aug 2021

*Orlando, FL*

- Developed testing tool features for a large-scale game, allowing designers to maintain in-game tunable assets.
- Collaborated with 2 cross-functional teams in an Agile environment, participating in sprints and daily standups.

## PROJECTS

### VR Grab Effect Builder | C#, Unity

Jan 2025 – May 2025

- Built an extendable VR tool that allows users to add interaction effects (e.g., haptics, hover, pop) to 3D objects via a top-level UI.

### Sentiment Analysis | Python, Matplotlib, NumPy, Jupyter

Apr 2024 – May 2024

- Implemented a Random Forest classifier with TF-IDF vectorization; optimized text preprocessing to reduce data storage by 10%.

### ElderEase: Elder Care Platform | C#, ASP.NET Razor Pages, Figma

Feb 2, 2024 – Feb 4, 2024

- Built a working prototype in 48 hours at Black Wings Hacks (by Rewriting the Code) to connect volunteers with elderly individuals for support and companionship.

### Multiplayer Android Game | Java, Android Studio, Firebase

Feb 2022 – Apr 2022

- Built a multiplayer mobile game with synchronized gameplay across 3+ devices using the MVC pattern and real-time server-side data management.

### Ruby Assistant | Ruby, Google Calendar API

Oct 2020 - Nov 2020

- Built a CLI with news scraping and Google Calendar API integration to display users' top 10 upcoming events.

## TECHNICAL SKILLS

**Languages and Frameworks:** C#, Python, Java, C++, JavaScript, Vue.js, Node.js

**Developer Tools:** Git, GitHub, GitLab, Jupyter, Android Studio, Unity, VS Code, Visual Studio, PyCharm, IntelliJ

## LEADERSHIP

### Entertainment Coordinator, Cultural Expo 2025

Jan 2025 - Mar 2025

- Directed entertainment for a 500+ guest event, coordinating 15 performers, emcees, and 17 other contributors; managed scheduling, communication, and day-of execution.