MINATI ALPHONSO

minati.alphonso@gmail.com | (605) 545-6108 | [LinkedIn](#)

EDUCATION

South Dakota Mines	**Graduation:** May 2022
B.S. Computer Science	**CGPA:** 3.47

Awards: Grace Hopper Celebration Scholar 2020, Dean's List

WORK EXPERIENCE

South Dakota Mines - Application/Business Analyst (Vue, TeamDynamix)   Rapid City, SD | Jun 2022 – Present
- Collaborate with multiple campuses and departments to develop system-wide applications.
- Building workflows that automate work processes to boost productivity and efficiency.
- Creating web forms for various services and performing website maintenance.
- Developed training curriculum and directed training sessions

Electronic Arts - Software Engineering Intern (C#, WPF, Jira, Perforce)   Orlando, FL | May – Aug 2021
- Developed testing tool features, allowing designers to maintain in-game tunable assets.
- Collaborated with cross-functional teams to finalize the design and features.
- Wrote technical documents and tested features during the development phase.

Virtual Reality Lab at South Dakota Mines - Research Assistant (C#, Unity)   Rapid City, SD | Aug – Dec 2020
- Conducted participant sessions to obtain data about different interaction techniques in VR.
- Analyzed the data to gather insights for a long-term VR interaction framework.

Student Success Center at South Dakota Mines - Peer Mentor   Rapid City, SD | Aug 2019 – May 2022
- Helped students navigate their first year of college by providing social and academic support.

PROJECTS

Multiplayer Android Game (Java, Android Studio, Firebase)   Feb – Apr 2022
- Built Risk multiplayer board game by implementing the Model-View-Controller (MVC) pattern.
- Implemented user experience (UX) and server-side data management with device synchronization.

VR Geology Field Trip Application (C#, Unity)   Aug 2021 – May 2022
- Developed a Meta Quest 2 application to deliver virtual field trips to students.
- Users can interact with 3D maps and access a file explorer UI to load maps stored on the headset in real-time.

Image Compressor (C++)   Nov 2019 – Dec 2019
- Created a content-aware image resizer using the Seam Carving algorithm.
- The program calculates the energy map of the image and chooses the lowest energy seam to remove using Dynamic Programming.

Paint Program (C++, OpenGL)   Aug – Sep 2019
- Simulated the MS Paint application using OOP, allowing users to draw, color, resize, move, and delete shapes.

SKILLS

Proficient: Java, C#, C++, Git, GitHub, GitLab, VS Code, Visual Studio, Android Studio, IntelliJ IDEA, PyCharm
Experience: Python, Vue, SQL, PHP, Ruby, Scala, WPF, WinForms, JavaFX, Perforce, Jira, Unity, Firebase, Google Maps API, OpenGL

ACTIVITIES

Cultural Expo Committee | Sponsorship Coordinator   Aug 2020 – May 2021
- Secured funding to help with the cultural exposition at South Dakota Mines.

Rewriting the Code | Member   May 2020 – Present
- Attend workshops, and networking events for women in tech. Participated in Black Wings Hacks 2021.

Data Science Club | Member   Jan - May 2020
- Learnt the basics of data analysis and worked with pandas and NumPy. Participated in MUDAC 2020.

Society of Women Engineers | Member   Aug 2018 – May 2022
- Joined a community of women engineers on campus and participated in various workshops and activities.