

# Minati Alphonso

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## EDUCATION

### South Dakota Mines

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

Rapid City, SD

Aug 2023 – May 2025

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

Aug 2018 – May 2022

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

## WORK EXPERIENCE

### Graduate Research Assistant | C#, Unity

Aug 2024 – May 2025

*South Dakota Mines*

*Rapid City, SD*

- Led weekly VR lab sessions for 17 students, providing debugging support and ensuring 100% tutorial completion.
- Tested and reviewed all 14 lab tutorials ahead of rollout to identify technical bugs, outdated instructions, and unclear steps.

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

Aug 2023 – May 2024

*South Dakota Mines*

*Rapid City, SD*

- Graded assignments for 100+ students across 3 CS courses, reinforcing object-oriented programming concepts.

### Application/Business Analyst | Vue.js, TeamDynamix

Jun 2022 – Jun 2023

*South Dakota Mines*

*Rapid City, SD*

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

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

May 2021 – Aug 2021

*Electronic Arts*

*Orlando, FL*

- Developed testing tool features for a large-scale game, allowing designers to maintain in-game tunable assets.
- Finalized design and features in collaboration with 2 cross-functional teams.

## PROJECTS

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

Jan 2025 – May 2025

- Developed a modular system that allows non-technical researchers to add and customize interaction effects (e.g., haptics, hover, pop) on 3D objects via a top-level UI.

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

Apr 2024 – May 2024

- Built a Random Forest classifier from scratch and applied TF-IDF for text vectorization.
- Conducted comprehensive text preprocessing, resulting in a 10% reduction in data storage.

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

Feb 2, 2024 – Feb 4, 2024

- Developed a working prototype during a 48-hour hackathon 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.

## 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

- Led entertainment planning for an event attended by 500+ guests; coordinated 15 performers, emcees, and 17 other contributors, and also performed in the show.
- Took full initiative amid team conflict, drafted the full program agenda, and ensured smooth communication, rehearsal prep, and day-of execution.