

# MINATI ALPHONSO

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## EDUCATION

South Dakota Mines

Graduation: May 2022

**B.S. Computer Science**

CGPA: 3.47

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

## 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.

## ACTIVITIES

**Cultural Expo Committee** | Sponsorship Coordinator Nov 2019 – 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.