

PARTH TAWDE

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EDUCATION

Bachelor of Science (Computer Science)

Expected: May 2024(With Masters)

University of Illinois at Chicago

GPA: 3.65 / 4.00

Coursework: Augmented and Virtual Reality, Mobile App Development, Computer Algorithms I, Data Structures, Software Design, Systems Programming(Kernels, Linkers), Language and Automata, Machine Organization, Computer Design(Arduino), Program Design II

SKILLS

Languages: Python, Java/JavaFX, Javascript, SQL, HTML, FXML, F#, CSS, C/C++, C#, Dart

Technologies: Unity, Linux, Docker, GitHub, Flutter, Android Studio, Google Testing, JUnit5 Testing, Maven, Visual Studio Code, Git, AutoCAD, Microsoft Tools, Adobe, Vuforia

INTERNSHIP EXPERIENCE

QA-Mentor Software Testing Expert Company, Mumbai, India

May - August 2021

Software Testing Intern

- Worked as a **software testing intern** to perform Quality Assurance(QA) testing on the **CertCentral** software.
- Revised the template for the User Interface and contributed the addition of multiple features to this software.
- Tested flaws that would be passed along in the pipeline to correct/improve the software.
- Performed manual tests for the interactive webpage to make it fully functional.
- Documented all development made to this software using Google Sheets.

RELEVANT WORK EXPERIENCE

Computer Science Department, UIC, Chicago, IL

September 2021 - May 2023

Undergraduate Teaching Assistant

- Assisted professor with labs that fastened the thought process to approach a coding problem.
- Helped students through object-oriented programming that included a high-level understanding of algorithms.

New Students And Family Programs, UIC, Chicago, IL

May 2022 - January 2023

Orientation Leader

- Developed great communication, public speaking, and strong leadership skills.
- Interacted/Assisted new students, families, and guests at new student orientation programs.
- Inherited nurturing qualities like time management skills and building a great work ethic.

PROJECTS

Our House

November 2022

Technologies: **C#, Unity, Vuforia, VRTK**

- Worked with Unity to create a virtual reality-based type of demo for a given model of a Computer Science building at UIC.
- Imported and created 3d models/objects which were interactable to give a real-life experience to the user.
- Applied VRTK methods and used a VR set for the demonstration of the project.

Connect 4

January - February 2021

Technologies: **Java/JavaFX, Eclipse, Maven, JUnit 5**

- Performed both front-end and back-end roles in developing code that allows users to have real-life gaming experiences.
- Created multiple client-server connections for multiple users to utilize the platform all at once.
- Conducted user studies and sketched the outline of the wireframe.

Chicago Sightseeing Application

February - March 2022

Technologies: **Android Studio, Dart, Flutter**

- Developed an application that allows the user to navigate the different explorations in Chicago.
- Designed the program for the graphical user interface of the project.
- Added scrolling and tap gestures that could allow efficient user interactions.

Shell Script and Garbage Collector

October - November 2021

Technologies: **Linux, Visual Studio Code, Github, Docker**

- Implemented a program that could act like a shell that would support the primary piping method similar to a Unix shell.
- Engineered signals such as SIGINT, SIGTSTP, and SIGCHLD which terminate, pause, and print a prompt without waiting for the child process to be terminated respectively.
- Used the Mark and Sweep type of algorithm to free the unused memory portion in the heap as we progressed through the chunk.