SNEHAL PATIL

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OBJECTIVE:

Seeking internship /Co-op opportunities in Software Engineering & Testing.

EDUCATION:

MS Computer Science GPA: 3.7/4.0, Santa Clara University, USA, (Sep 2015-Current)
Courses: *Data Structures and Algorithms, Operating Systems, Computer Networks, Big Data, OOAD, Network Technology, Distributed Computing, Database, High performance networking*

BS Electrical Engineering GPA: 3.7/4.0, North Maharashtra Univ, India, (Jun 2006-11)

CERTIFICATIONS:

Fundamentals of Computing (GPA: Distinction), Rice University, USA, (Current)

Systems Programming GPA: 3.8/4.0, De Anza College, USA, (Sep 2014-Sep 2015)

WORK EXPERIENCE:

Design Engineer, Kuka Systems Pune, India, (Nov 2011 – Nov 2013)

- Troubleshoot PLC and data collection system software using Perl/Python
- PLC Programming for BIW (Body in White) line Industrial Robots.
- Preparation of electrical circuit diagram using contactor logic in E-Plan-P8 software
- Created documentation website using Python Sphinx for Documenting test procedures.
- Implemented GUI's in Python/Perl for automation

TEACHING EXPERIENCE:

Tutor▪ De Anza College▪ Cupertino, CA, USA, (Jun 2015- Sept 2015)

- Tutor for C++ and Data Structures courses at DeAnza College

COURSE PROJECTS:

Computer Networks (Tool: Eclipse, Language: Java): Implemented SFTP – Reliable Transfer over a Reliable/ unreliable channel with Bit Errors using TCP/IP and UDP. **Networking Protocols Familiar With:** QoS, VPLS/MPLS, DSLAM, DWDM, SONET/SDH, P2P, SIP, HTTPs, Cookies, etc.
Algorithms (Tool: Visual Studio, Language: C++): Implemented a Bank Operation using first come first server and Shortest job first algorithm, Minimum spanning tree**:** Program implements the minimum spanning tree using Kruskal's algorithm,
Computer Architecture (Tool: Altera Quartus, Language: Verilog): Implement the single cycle MIPS 32 CPU in Verilog
Big Data: Understand WEKA, HADOOP and SPARK frameworks by analyzing sample data and comparing them by characterizing processing time.
Object Oriented: Implemented Room-Escape Game in java using object oriented principles and created GUI using Java Swing.
Games for Programming Fundamentals: Built simple interactive applications like Rock-paper-scissors, Guess the number, Blackjack, Ping Pong in Python

REFERENCES:

1. Angela Musurlian- Lecturer, Santa Clara University, Santa Clara
2. Kamran Efthekafri- Lecturer, DeAnza College, Cupertino