# Tanmoy Panigrahi

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## Education

**Georgia Institute of Technology | BS in Computer Science**                 **Graduating May 2022**
- Concentrations: Artificial Intelligence & Human-Computer Interaction (GPA - 3.88/4.00)
- Leadership & Volunteer: Co-founder and Secretary of Georgia Tech Mixed Reality Club, Executive Tech Lead of GT iOS Club, GT Grand Challenges Mentor for freshmen, Yellow Jackets Badminton Club
- Faculty Honors, Dean's List, Georgia Tech Grand Challenges Living Learning Community

## Experience

**Undergraduate Teaching Assistant - College of Computing at Georgia Tech**     **Aug 2020 - Present**
- Serving as a Teaching Assistant for Analysis of Algorithms and helping 350+ students online during lectures
- Holding weekly office hours for one-on-one sessions and grading homework & exams

**Software Engineering Intern - NCR Corporation: Engage Mobile Team - iOS**     **Jun 2020 - Aug 2020**
- Developed an App Clip for iOS 14 based on NCR's existing whitelabel restaurant app to enable customers to place orders without downloading full iOS apps using SwiftUI, Swift 5, Postman, Charles, and in-house APIs
- Product to be used by 10+ companies processing 200,000+ daily orders
- Started development a week after the public Beta of XCode 12 and App Clips were released at WWDC
- Worked on making a POC AR app to improve customer engagement using ARKIT and Reality Composer

**Undergraduate Researcher - Contextual Computing Group @ Georgia Tech**     **Aug 2019 - Present**
- Performed a comparative study of the Magic Leap One, Microsoft Hololens, and Google Glass for sparse order picking and developed their AR applications using Unity & Android Studio under Dr Thad Starner
- Developing the world's first Symbiotic AI for error detections in order picking using OpenCV, Mediapipe Developer Alpha, C++, and collected and cleaned a training dataset of 5,000+ picks

## Selected Projects

**SmartPayAR (*Java, Firebase, NCR-Payments, Google-Vision*)**               **Nov 2019**
- A next generation retail solution for instant payments and recommendations of similar products in a store through barcode scanning on an AR app for Android and Google Glass

**WondARwho (*C#, Unity, Microsoft - Hololens, Azure, ArcGIS*)**               **Oct 2019**
- An augmented reality social media app using facial recognition based on Azure Cognitive Services, featuring 3D maps based on ArcGIS models, and user profiles on a Unity application for the Microsoft Hololens

**Interstellar Merchant (*Java, Kotlin*)**                         **Jan 2019 - May 2019**
- An Android game that simulates an alternate reality involving the user trading goods on various planets and travelling across the universe on a quest to make enough money to buy the moon

**Netpatrol (*Python*)**                                 **Aug 2018 - May 2019**
- Developed a program employing heuristic analysis of metadata to predict the trustworthiness of accounts and sources on social media with 90% accuracy

## Technical Skills

- Languages: Advanced - Java, Swift, HTML, CSS | Intermediate - Python, C, C++ | Familiar: Obj-C, C#, Kotlin
- Tools: Android Studio, XCode, Unity, Git, Java FX, Docker, Alexa Skills, Jekyll, macOS, Linux, Windows, SQL

## Honors and Awards

- Olympiads: Indian Computing Olympiad, Indian Mathematical Olympiad qualifications (~ Top 100 in India)
- Hackathons: 2nd Best Overall Hack at Hack GSU Fall 2019
- Other: State Badminton Champion, National Film Festival - Best Student Music Composer Award