TANVEER BARIANA

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EDUCATION:

California State University, Sacramento
Bachelors of Science, Computer Science
Minor in Statistics
Expected Graduation: Spring 2018

RELEVANT COURSE WORK:

Intelligent Systems
Advanced Algorithm Design and Analysis
Statistical Computing
Data Mining and Warehousing

TECHNICAL SKILLS:

Proficient, with Java, Html, Python, and R
Have worked with Android Studio, Eclipse, and Visual Studio IDE's
Experience with SCRUM Agile methodology and extreme programing
Have utilized Unity3D and Blender to develop Windows games

PERSONAL SKILLS:

Adaptable, Problem Solver, Dependable, Team Player, Bilingual, Energetic, Attention to detail, Strong Interpersonal Skills, did I mention I'm energetic

OBJECTIVE:

Motivated student seeking to create data driven solutions to the problems facing our world no matter the scope.

WORK EXPERIENCE:

Student Assistant: *(9/17- Present)*

Utilized Visual studio tools and C# to automate UI testing for a $74,000,000 project for Division of Oil, Gas, & Geothermal Resources allowing unmanned testing in the departments off hours resulting in quicker turnaround from testing. Currently working with division leads to analyze business flows and databases for the Master Data Management Project spanning the entirety of the Department of Conservation.

Community Educator: *(9/15- 5/17)*

Utilized android studio to create a mobile app that assisted in teaching a group of middle school age children how to program in java. This allowed them to create their own program for their tournament robot that resulted in them progressing to regionals for the first time in their school's history

PROJECTS:

Will the Stray Stay*, data analyst* 2018

Conducted analysis of the predictive power of State Vector Machine, Linear Regression Models, and Data Trees on two modified versions of the Austin Animal Center Shelter cat from Kaggle. Utilized the python Pandas and Skit- learn libraries inside jupyter notebook environments to compare the six different F1- scores, precision values, and recall values.

HetzleDwarf, *lead programmer* 2017

Created a C++ Artificial Intelligence Program that played a chess like game my professor invented called HIYA. The program utilized MinMax Search to choose the best move available to it given the heuristically evaluated values of each possible legal move. This allowed the computer to think moves ahead and created a stronger AI player

Deep-Douggo, *programmer* 2017

Three programs that created neural nets in C++ and python
Utilized Tensor-Flow libraries to create a neural net in python to run image recognition on a data set I compiled consisting of pictures of me and my partner. The trained net had a 100% success rate with 75% level of confidence

ACTIVITIES AND ACCOMPLISHMENTS:

President: Data Science Club *(Spring 2018)*

Organized and delegated tasks to officers to facilitate student engagement in bi-weekly meetings of over 20 members

Brought industry professionals in to give talks, created presentations for bi weekly meetings, gave introductory tutorials on neural nets, deep learning, and data sources.

Co-founder, Chief of Staff: Hack-State *(Spring 2018)*

Organized members to facilitate the creation and conduction of a Hackathon

Actively recruited skilled individuals into our organization. Created and oversaw teams to create the website, secure a venue, develop materials for and communicate with our potential sponsors. Connected communication team with potential sponsors, web team with existing resources, physically visited potential locations and spoke with managers.

Treasurer: Data Science Club *(Fall 2017)*

Managed funds for upcoming events and assisted in revitalization of the club. As well as presented on topics such as machine learning and Tensor flow

Mentor: Cal Hacks 4.0 *(Fall 2017)*

Mentored participants

Assisted them when they ran into troubles ranging from technical problems to conceptualizing projects. Guided new participants through the aspects of a hackathon such as company challenges, hardware procurement, API usage and technical presentations.

President: Competitive Robotics at CSUS *(Fall 2014- Fall 2015)*

Helped organize and run the Robot Rumble at CSUS

Talked with student organization and leadership advisor to set up event. Talked with university facilities management to reserve the venue and establish floorplans. Coordinated efforts to advertise the event to schools, on campus clubs, and the engineering community to foster more involvement. Managed the teams responsible for gathering the funds and filing the paperwork to pay for the event. Coordinated volunteers the day of to ensure the event ran smoothly. Provided live commentary for