TANVEER BARIANA

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EDUCATION:

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

RELEVANT COURSE WORK:

Intelligent Systems
Advanced Algorithm Design and Analysis.
Statistical Computing

TECHNICAL SKILLS:

Proficient, with Java, Html
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:

Dependable, Team Player, Bilingual, Energetic, Attention to detail & Strong Interpersonal Skills

OBJECTIVE:

Motivated student seeking to gain experience through an internship.

RELEVANT COURSE WORK:

Intelligent Systems, Advanced Algorithm Analysis, Statistical Computing

WORK EXPERIENCE:

Student Assistant:*(9/17- Present)*
Utilized Visual studio tools and C# to automate User Interface testing for a $74,000,000 project allowing unmanned testing in the departments off hours resulting in less manpower being expended in this facet of the project. Then shifted focus and conducted some of the American with Disabilities Act testing for the same project.
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:

MaxTowerPowerVr*, lead asset designer, lead animator* 2016
Implemented models and animations developed in blender 3D animation and modeling studio to create the player character. This allowed us to improve the player User Interface through a more developed Heads Up Display
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*:* Competitive Robotics at California State University of Sacramento *(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 the robot fights
The last President to help organize the Engineering expo before it was turned over to college of engineering and computer science
Same as above
Shadow*:* Association of Computer Machinery *(Fall 2015, Fall 2016)*
Helped plan and run first ever debugging contest for this chapter
Gathered from professors or created faulty programs for contestants to fix and spoke with department representatives to secure a venue for our contest. Acted as an intermediary between judges and contestants to ensure submissions were evaluated in a timely manner
Shadow Coordinator: Association of Computer Machinery *(Fall 2017)*
Trained the next generation of officers for the Association of Computing Machinery
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.