

Vijayraj Tolnoorkar

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EDUCATION

San Francisco State University

San Francisco, CA

Bachelor of Science in Computer Science

December 2023

SKILLS

Languages: Java, C/C++, Python, HTML, CSS, JavaScript / TypeScript, SQL, R

Frameworks/Tools: Git, Spring Boot, Node, React, Express.js, Next.js, Firebase, AWS EC2, AI/ML, PostgreSQL, Angular

EXPERIENCE

Software Automation Engineer Intern | UL Solutions, Fremont, CA

June 2023 - Aug 2023

- Developed, executed, and tested Python scripts automating manual data entry processes, resulting in a 40% reduction in data entry time and improving data accuracy by **25%**.
- Engaged in code reviews, providing feedback to uphold code quality and adhere to automation best practices.
- Enhanced development of automation software, streamlining testing process and reducing intervention by **40%**

Radio Frequency Engineer Intern | Underwriter's Laboratories, Fremont, CA

May 2022 - July 2022

- Developed Python programs and embedded firmware in **C** to automate testing process, resulting in improved and accuracy of testing procedures, ultimately saving time and resources
- Evaluated test performance and sample operation of wireless devices to ensure regulatory standards were met
- Created Python scripts to program wireless devices, analyze RF test plans, and classify areas for enhancement

PROJECTS

Social Media Web Application | github.com/Vijayt2001/Edumingle

- Spearheaded the **UI/UX** design using Figma and implementation of a comprehensive social media platform tailored for SFSU students, utilizing **React** for dynamic front-end development and CSS for seamless user interface design.
- Leveraged **Express.js** and Node.js to develop a robust backend, showcasing server-side logic, **RESTful API** design, and database management skills with **MySQL** and Firebase.
- Orchestrated deployment using Express and JavaScript in a MERN stack environment, with a focus on collaboration and communication within a 6-member team, where I served as the Front-End Lead and Scrum Master.

2D Tank War Game | github.com/Vijayt2001/2D-Tank-War-Game

- Developed a dynamic 2D tank game in **Java**, showcasing proficiency in **OOP** and game development techniques.
- Created a **UML** diagram to conceptualize the project's architecture and efficiently implemented game mechanics, graphics rendering, and user interface components.
- Demonstrated strong coding skills by implementing tank movement, shooting mechanics, and collision detection algorithms, optimizing for performance and responsiveness.

Linux File System | github.com/Vijayt2001/csc415-file-system-Project

- Led the development of a multi-threaded file system in **C** with a team of four, applying **Agile** methodologies and Operating Systems concepts like process and memory management to optimize file operations and data storage
- Implemented robust free space management and allocation methods to optimize storage utilization and enhance performance, resulting in a highly responsive and scalable file system capable of handling large volumes of data

ASSOCIATIONS/AFILIATIONS

- Software Engineering Group, Front-End Lead

August 2023- December 2023