

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 / NoSQL, R, Flutter, Swift

Familiar: Git, Node.js, React.js, Express.js, Next.js, AWS EC2, AI/ Machine Learning, PostgreSQL, GCP, GraphQL

EXPERIENCE

Radio Frequency Engineer Intern | UL Solutions, Fremont, CA

April 2024 - Present

- Collaborated with cross-functional teams to support the development and implementation of RF automation testing protocols and methodologies, contributing to the overall improvement of testing efficiency and accuracy.
- Utilized **Python** automation scripts to streamline RF testing processes, enhancing efficient and accurate tests.

Software Automation Intern | UL Solutions, Fremont, CA

June 2023 - Aug 2023

- Developed test cases, debugged, and tested Python scripts automating manual Radio Frequency testing processes from signal analyzers, resulting in a **30%** reduction in testing time and improving data accuracy by **25%**.
- Engaged in code review, providing feedback to uphold code quality and adhere to automation best practices.
- Collaborated with the RF team and resolved critical bugs using **Selenium** test framework and Python, preventing cascading failures and ensuring end-to-end data integrity of tests.

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

May 2022 - July 2022

- Developed Python scripts to program the wireless devices to analyze the Radio Frequencies.
- Assisted in the execution of RF testing procedures, ensuring compliance with standards for all countries.

PROJECTS

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

- Spearheaded a 6-member team as front-end Lead and **Scrum Master**, following Agile methodologies for the development of a full-stack social media platform tailored for SFSU students, utilizing Figma for design, React and Tailwind CSS for a dynamic UX/UI, and Express.js with Node.js for a robust backend; demonstrated expertise in **REST API** design, **MySQL** and Firebase for database management, and **AWS** for cloud hosting. Additionally, Authored comprehensive software documentation.

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

- Developed a dynamic 2D tank game in **Java** following data structures principles, demonstrating proficiency in Object-Oriented Programming (**OOP**), game development, and created UML diagrams to conceptualize the architecture.

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

- Led a team of four in developing a multi-threaded file system in **C** on Linux platform, applying **Agile/Scrum** methodologies and key Operating Systems concepts such as process and memory management to optimize file operations and data storage, and implementing robust free space management and allocation methods to enhance performance and scalability for handling large data volumes.

ASSOCIATIONS/AFILLIATIONS

- Software Engineering Club, Front-End Lead

August 2023- December 2023