

EDUCATION

University at Buffalo
Bachelor of Science in Computer Science
| GPA: 3.6
| Honors: University Honors College, Dean's list

Buffalo, NY
Graduated: May 2021

TECHNICAL SKILLS

Languages

Java, C++, Python, JavaScript, C# scripting, Processing (p5js), SQL, Web (HTML5, CSS)

Software & Technologies

Version Control (Git, SVN), AWS (S3, DynamoDB, CloudFormation, Lambda, ECS load balancing), Jira, PyTorch, Keras, Bootstrap 5, Selenium, TestNG

RELEVANT EXPERIENCE

EEG Enterprises Full Stack Developer

Farmingdale, NY
June 2021 - Current

- Performed backend and website blue/green deploys and provided site reliability/devops support.
- Implemented new audio speech recognition engines and customization options through tech stack for both Lexi and iCap Translate automated captioning products.
- Managed a docker swarm on AWS ApplicationLoadBalancer for a specialized audio speech recognition vendor. Created a Lambda function to poll the cluster to determine how many containers are currently ready / in use.
- Integrated testing frameworks into core products and wrote a suite of unit tests to prevent regressions.

University at Buffalo

Undergraduate Teaching Assistant — CSE199 ("How the Internet works")

Buffalo, NY
Aug 2018 - Aug 2020

- Improved class organization and maintained effective and ongoing communication between staff and students.
- Deepened student understanding of core concepts through assisted group discussion and out of the box thinking exercises during recitation.

Scholastic

Quality Assurance Engineer Intern

New York, NY
May 2018 - Aug 2018

- Gained industry experience working in an agile environment by designing and developing automated tests using Selenium and TestNG according to provided Gherkin scenarios.
- Created automated tests that assert correct website functionality and backend responses to reduce manual testing time.

ENGINE & PROJECTS

0hp Game Engine

A powerful game engine written from scratch in Java. No external engines or graphics libraries were used. The engine has been used to compete in a variety of Game Jam events (typically 48 hours) where full games were published.

Personal Website

<https://abhasin3.github.io/>

Showcases a variety of personal projects including video games, music visualizers, technical projects (computer vision, image color quantization, machine/reinforcement learning), and more!

REFERENCES

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Quality Assurance Manager, Scholastic