AGNILA BARUA

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TECHNICAL SKILLS

Languages: Python, C/C++, SQL (My, PostgreSQL), NoSQL (DynamoDB), JavaScript, HTML/CSS, LaTex
Numerical Analysis, Project Management Tool: MATLAB; Jira, Trello
Design Software: Cloud Craft, draw.io, PSPICE, Cadence Virtuoso, AutoCAD, OptiSystems 14.1
Operating System: Windows, Amazon Linux 2023, Ubuntu, Windows Subsystem for Linux
Developer Tools: Git, SourceTree, Amazon Web Service Cloud Platform, VS Code, Code::Blocks, MikTex
Web Server, Database: Apache, Tomcat, Ngnix; RDS (MariaDB, MySQL), Non-Relational DS

EDUCATION

MASTER OF APPLIED SCIENCE (M.A.Sc.)   Jan. 2019 – Dec. 2022
Electrical Engineering | University Of Windsor   *Windsor, ON*

BACHELOR OF SCIENCE (B.Sc.)   Jul. 2011 – Feb. 2017
Electrical Electronics Engineering | Chittagong University of Eng and Tech   *Bangladesh*

EXPERIENCE

Undergraduate Research Assistant   June 2020 – Present
Texas A&M University   *College Station, TX*
- Developed a REST API using FastAPI and PostgreSQL to store data from learning management systems
- Developed a full-stack web application using Flask, React, PostgreSQL and Docker to analyze GitHub data
- Explored ways to visualize GitHub collaboration in a classroom setting

Information Technology Support Specialist   Sep. 2018 – Present
Southwestern University   *Georgetown, TX*
- Communicate with managers to set up campus computers used on campus
- Assess and troubleshoot computer problems brought by students, faculty and staff
- Maintain upkeep of computers, classroom equipment, and 200 printers across campus

Artificial Intelligence Research Assistant   May 2019 – July 2019
Southwestern University   *Georgetown, TX*
- Explored methods to generate video game dungeons based off of *The Legend of Zelda*
- Developed a game in Java to test the generated dungeons
- Contributed 50K+ lines of code to an established codebase via Git
- Conducted a human subject study to determine which video game dungeon generation technique is enjoyable
- Wrote an 8-page paper and gave multiple presentations on-campus
- Presented virtually to the World Conference on Computational Intelligence

PROJECTS

Gitlytics | *Python, Flask, React, PostgreSQL, Docker*   June 2020 – Present
- Developed a full-stack web application using with Flask serving a REST API with React as the frontend
- Implemented GitHub OAuth to get data from user's repositories
- Visualized GitHub data to show collaboration
- Used Celery and Redis for asynchronous tasks

Simple Paintball | *Spigot API, Java, Maven, TravisCI, Git*   May 2018 – May 2020
- Developed a Minecraft server plugin to entertain kids during free time for a previous job
- Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review
- Implemented continuous delivery using TravisCI to build the plugin upon new a release
- Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin