

Ahalya Sanjiv

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TECHNICAL SKILLS

Java, Python, C++, JavaScript, HTML, CSS, jQuery, Bootstrap, C#, ASP.NET MVC, SQL, Git, Adobe Photoshop

EDUCATION

Macaulay Honors College at the City College of New York, CUNY | New York, NY

Expected: May 2019

Bachelor of Science, Computer Science, GPA: 3.919

- Relevant Courses: Data Structures, Algorithms, Software Design Lab, Discrete Mathematics, Computer Systems
- Dean's List, Women in Technology and Entrepreneurship Scholarship, Vivek Shah Scholarship

Girls Who Code at Goldman Sachs | New York, NY

August 2014

- Scholarship program of intensive instruction in computer science

EXPERIENCE

Bank of America Merrill Lynch | New York, NY

June 2017 – August 2017

Software Developer Intern

- Developed and tested enhancements to an ASP.NET MVC based application for regulatory disclosures to effectively manage the daily batch processing of data from over 30 sources using JavaScript, jQuery, Kendo UI, Bootstrap, and C#
- Increased end-user productivity by allowing compliance team to monitor feeds over time directly on the dashboard
- Implemented business logic, data access layer, and user interface for data visualization of trends in feed processing
- Streamlined process of handling the late arrival of files by allowing users to access previous data through the interface

University Transportation Research Center | New York, NY

January 2016 – October 2016

Software Developer Intern

- Developed an internal web application that allows principal investigators to electronically submit research proposals
- Tested project management system's user interface and identified errors in the submission process
- Stored user information into the database and allowed administrators to send notifications to users

PROJECTS

Life Simulation - Virtual Ecosystem | *Software Design Lab Final Project*

May 2017

- Simulated an ecosystem containing organisms that grow, reproduce, eat, and interact with each other using Java
- Implemented intelligence for animals to react to predators and prey and move optimally based on surroundings
- Enhanced program to make the ecosystem self-sufficient and ensure survival of all species over time

Latinissimus - Educational Game to Learn Latin | *New York University Hackathon Project*

February 2017

- Developed a mythology-based educational game using Python that teaches users Latin
- Created graphical interface and implemented the functionality of game characters using the Pygame library
- Won Viacom Prize for best hack that teaches people a skill

Plover - Chrome Extension to Improve Productivity | *Rutgers University Hackathon Project*

April 2016

- Created a Chrome extension that manages the user's time based on the relative importance of their tasks
- Designed and implemented user interface and functionality of schedule generator using JavaScript and Bootstrap

Buckly – Online Ordering System | *Girls Who Code Program Final Project*

August 2014

- Developed a web application that takes orders of customers for a coffeehouse chain using JavaScript, HTML, and CSS
- Presented project at the Girls Who Code Town Hall Meeting with Chelsea Clinton at InterActiveCorp

ACTIVITIES

Women in Technology and Entrepreneurship in New York | New York, NY

October 2016 – Present

Association for Computing Machinery Club at City College | New York, NY

September 2015 – Present