Animesh Soni



Education

University at Buffalo, The State University of New York Bachelor of Science, Computer Science | Minor: Mathematics Honors Scholar | Dean's List

Anticipated Dec 2019 GPA - 3.93/4.00

Technical Skills

Languages: Python, Java, C++, Processing also C#, SML, HTML, JavaScript, Verilog, MIPS and Assembly

Platforms: Windows, Android, Linux

Tools: Unity, Android Studio, Visual Studio, git, GCC, Spim

Projects

3D Space Shooter Game | Unity and C#

Oct 2018

- Created a top down arcade style space shooter game using Unity for development and Visual Studio for C# scripting.
- Implemented object-oriented design to make the player game object move, shoot and interact with other objects in the scene. Interpreter | Python and SML
 - Constructed an interpreter, which could execute a program line by line and perform logical operations on different data types.
 - Interpreter used varied scoping, which created multiple stacks of working environment, iterated on data structures and executed functions with restricted scope.

Crowd Tracker Heat Map | HTML and JavaScript

Mar 2018

- Worked on a web application in a group of 3 for Dandy Hacks using HTML, CSS, JavaScript and google maps API.
- Tracker tracked the number of people at a certain location and produced live heat maps for the density.

Step Counting Application | Android Studio and Java

Nov 2017

- Developed an android app for UB Hacking using the Android Studio.
- Made the foundation for a step counter which was then used by a professor for his research on IoT in Sports.

HTML Validator | C++

Oct 2017 - Nov 2017

- Built a quality assurance program to check html files for syntax errors per W3C standards.
- Validator converted HTML file into a DOM tree and verified all the tags and their order.

Fractal Generator | Java

Jan 2017 - May 2017

- Created an application that generated Mandelbrot, Burning Ship and Julia fractals by taking various inputs from the user.
- Used multi-threading for higher resolution fractals which improved the performance by 15%.

Puzzle Game | Java

Oct 2016 - Dec 2016

- Designed a match-three puzzle video game with 5 progressive levels using the Java swing library.

Experience

Campus Living UB | Resident Advisor

Aug 2018 - Present

- Serve as a role model to about 600 students, schedule and hold individual meetings. - Resolve conflicts and host bi-weekly programs to build a strong community in the residence hall.

Computer Science & Engineering UB | Teaching Assistant - How the Internet Works

Aug 2017 - Present

- Organize and conduct weekly experiential activities for over 25 freshmen.
- Lead discussion sections, recitations and evaluate student assignments.

University Honors College | **Student Assistant** - Perform administrative tasks and time sensitive tasks related to organization and communication. Jan 2018 - Present

- Computer Science & Engineering UB | Teaching Assistant Computer Programming

Jan 2018 - May 2018

- Taught the concepts of computer programming in two 2 hour labs with 30 students each week.
- Administered and evaluated student projects and labs and other assessments for over 100 students.

Leadership

Computer Science & Honors College | Peer Mentor

Aug 2018 - Present

- Provide a support system for incoming freshmen and closely work with 4 CS majors so they have meaningful involvement in the department and can succeed in their classes and careers.

UB Hacking | Advertising Team Member

Aug 2017 - Nov 2017

- Worked with a team of 10 members through weekly cycles to plan and market the event; increased attendance by 18%.

Residence Hall Council UB | Vice President

Aug 2016 - May 2017

- Worked with a team of 6 members to organize 2 large and 6 small scale events for 800 freshmen in the residence hall. Child and Adolescent Treatment Services | Volunteer

- Tutored and organized activities for 25 students in an inner city school for a period of 10 weeks.

Jan 2017 - May 2017

Awards