



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 – 3.91/4.00

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

- Student MIPS Instruction Program | **Python and MIPS** Feb 2019 – Present
- Creating a Code Academy like software which can be used to learn MIPS Assembly Language, using tkinter module for GUI.
- Working in a group and using agile version control, scrum and Selenium (for unit testing) for development.
- 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** Feb 2018 – Apr 2018
- 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 fractals and used multi-threading to improve the performance by 15%.

Experience

- Computer Science & Engineering UB | **Teaching Assistant** Jan 2019 – Present
• **Discrete Structures**
• **Computer Programming**
• **Theory of Internet**
- Hold office hours and teach course material in recitations to approximately 30 students.
- Lead discussion sessions and evaluate student projects, labs and other assessments for over 180 students.
- 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.
- University Honors College | **Student Assistant** Jan 2018 – Present
- Perform administrative and time sensitive tasks related to organization and communication.

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** Jan 2017 – May 2017
- Tutored and organized activities for 25 students in an inner city school for a period of 10 weeks.

Awards

- Gregory B. Jarvis Scholarship Nov 2018
George Norton School of Engineering and Applied Sciences Scholarship Nov 2017
UB International Admissions Scholarship Aug 2016