Animesh Soni

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Technical Skills

Languages: Python, Java, C++, Processing also SML, HTML, JavaScript, Verilog and Assembly
Platforms: Windows, Android, Linux
Tools: Android Studio, git, GCC, MIPS

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**   *Jan 2018 - Present*
- Perform administrative tasks, manage student files and maintain the office space
- Support the advisors through time sensitive tasks related to organization and communication

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
- Lead class discussions, answered questions and recorded student progress
- Evaluated student projects, labs and other assessments for over 100 students

Projects

Interpreter | **Python and SML**   *Feb 2018 – Apr 2018*
- Constructed an interpreter, which could analyze and execute a program line by line
- Interpreter could perform logical operations on different data types with different scoping, iterate on data structures and execute 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 the google maps API
- It produced live heat maps for the density of people at any certain location

Step Counting Application | **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

Fractal Generator | **Java**   *Jan 2017 – May 2017*
- Created an application that generated 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

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

George Norton School of Engineering and Applied Sciences Scholarship   *Nov 2017*
UB International Admissions Scholarship   *Aug 2016*

Education

University at Buffalo, The State University of New York
Bachelor of Science, **Computer Science** | Minor: **Mathematics**   *Anticipated May 2020*
Honors Scholar | **GPA - 3.93/4.00**
Dean's List   *Aug 2016 - May 2018*