Animesh Soni

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Education

University at Buffalo, The State University of New York
Bachelor of Science, **Computer Science** | Minor: **Mathematics** — *Anticipated Dec 2019*
Honors Scholar | **Dean's List** — ***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

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 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

Computer Science & Engineering UB | **Teaching Assistant**
- *Discrete Structures* — *Jan 2019 – Present*
- *Computer Programming* — *Jan 2018 – May 2018*
- *How the Internet Works* — *Aug 2017 – Dec 2018*

- 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 100 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*