Anuja Tupe

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OBJECTIVE
Seeking a Computer Engineering Internship starting June 2015

EDUCATION
Santa Clara University, Santa Clara, CA   **2014 - Expected 2016**
Master of Science in Computer Science and Engineering
Courses taken - Operating Systems, Computer Architecture, Compilers, Network Management   GPA - 3.75
University of Pune   **2008 - 2012**
Bachelor of Engineering in Computer Engineering   GPA - 3.64

TECHNICAL SKILLS
Languages - Python, C, C++, Javascript, Java, PHP, Shell Scripting, Swift
Frameworks - Web2Py Web Framework, Wordpress, Bootstrap, jQuery, Django
FrontEnd - HTML, CSS3
Operating Systems - Ubuntu, Mac OSX, iOS, Windows
Development Tools - Git, Flex, Bison, Eclipse, Komodo, Sublime, Netbeans, Vim
Databases - MySQL, MongoDB

WORK EXPERIENCE
Ignite Solutions - *Software Engineer*   **2012 - 2014**
- *Spoton Tool -* Took the leadership in creating a flexible, data-driven tool that allows video content owners to visually tag videos with meta-data, synchronization attributes and programmable application semantics to publish to companion second screen apps. Was one of the leads and contributor in creating multiple versions of this tool and reusable templates that work with it, including seamlessly integrating this tool with Showmate app framework and with Wordpress.
- *Play Along App (Wordpress plugin) -* Plugin to create a fun play along app which has predictors, quiz questions and polls for any TV show. Being used as an app module in the Eye On 2014 Cup app in the Android play store and apple store to push predictors, quiz questions related to the FIFA matches.

RECENT PROJECTS
- **Buddy and Slab Allocator Memory System -** Simulated the memory management system used in the Linux OS as a part of the Operating Systems course.
- **Java Syntax Analyzer** - Created a Java Scanner and Parser using Flex and Bison.

PERSONAL PROJECTS
Flappy Bird - A rudimentary clone of the original Flappy Bird game using Basic HTML, CSS3, Javascript, jQuery.
Voice Changer - Completed an Udacity course called 'iOS development using Swift'. Developed an iOS app that records voice and applies various effects to the voice like reducing the pace of the voice, increasing the pace of the voice, chipmunk effect and the 'Darthvader' effect.

RESEARCH WORK
Operating Systems course at grad school - Researching how microkernels can be used for mobiles and embedded systems and how the microkernel architecture can be made efficient for desktop operating systems.