

BENITA REGO

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EDUCATION

Master of Science, Computer Science and Engineering

Expected June 2023

Santa Clara University – Santa Clara, CA

GPA: 3.6/4.0

Courses: Design & Analysis: Algorithms, Mobile App Development, Network Technology, Wireless & Mobile Networks

Bachelor of Engineering, Computer Engineering

August 2017 - June 2021

University of Mumbai – Mumbai, India

GPA: 3.82/4.0

Courses: Data Structures, Database Management Systems, Machine Learning, Object Oriented Programming

EXPERIENCE

SCU Frugal Innovation Hub

Santa Clara, CA

Student Developer (Part Time)

February 2022 - Present

- Working in a team of 3 on native apps using Flutter and React Native with local storage to work on internet free environments.
- Designed wireframes using Figma to provide overview of the user interaction and specify the material components of the apps.

Origin Cloud Technologies

Chennai, India

Mobile Application Developer (Internship)

June 2020 – July 2020

- Created a Flutter based application, similar to Handshake for college students and companies that significantly improved the hiring process by 70% and user interface, stored in Cloud Firestore and authentication in Firebase.
- Structured the layouts along with implementation and documentation for improvement in the performance of the application.

PROJECTS

WorkIt - Health and Fitness Application

November 2021

- Developed an Android Java app with animation that tracks health and detects food items using OpenCV with efficiency of 91.3%.
- Constructed a fitness tracker, stored in Realm local db and Firestore, suggesting gyms in map integrated using Google Maps API.

Social Media Analysis for Mental Health Evaluation

May 2021

- Designed a Flutter based app that analyses users' mental state utilising social media from their API using Deep Learning CNN model integrated using Flask which gives an accuracy of 89.28% and negative alerting using Twilio with Firebase storage.
- Created a medical chatbot using DialogFlow with 100% efficiency, further showing medical services using Google Maps API.

Human Action Recognition Application for House Monitoring

April 2020

- Devised a Bootstrap-built web application that detects individuals living at their residence, for any suspicious behaviour using OpenCV, alerting person monitoring on WhatsApp with Twilio, from anywhere, recording activities with 81.28% accuracy.

Expendo - Task and Event Management Application

November 2020

- Built a productivity based Flutter application which combines 2 main features: to-do task management and budget tracker with storage in Realtime Firestore.

SKILLS

Languages

Java, Python, C, Dart, HTML, CSS, JavaScript, Kotlin

Web & Mobile App Technologies

Flutter, Android (Java) - Testing & Frameworks, React, Vue.js, Material-UI, Bootstrap, Flask

Databases

SQL, SQLite, NoSQL (Firestore), PHPMyAdmin, XAMPP, JDBC

Platforms/Tools

Android Studio, IntelliJ, Figma, Git, Postman, Power BI, Microsoft Office, REST API, ML, OpenCV

Soft Skills

Effective Planning, Flexibility, Public Speaking, Leadership, Creativity

LEADERSHIPS AND INVOLVEMENT

- Published a technical paper** - Benita Rego, Nolita Rego, Mohit Kunder, "Social Media Analysis for Mental Health Evaluation" *IJRASET*, ISSN: 2321-9653, pp. 1453-1460, Volume 9 Issue IV Apr 2021 <https://www.doi.org/10.22214/ijraset.2021.33962>
- Mentor** for UnScript 2022: National Level Hackathon, India
- Public Relations Head & Webmaster** - CodeLabsCRCE
- Built various systems** during DMCE Hackathon, (Internal) Smart India Hackathon 2020, Synergy Hackathon