BENITA REGO

Santa Clara, CA 95050 | brego@scu.edu | +1 (669) 388-1662 | Portfolio | LinkedIn | GitHub

EDUCATION

Master of Science, Computer Science and Engineering

Expected June 2023

Santa Clara University - Santa Clara, CA

Bachelor of Engineering, Computer Engineering

August 2017 - June 2021

University of Mumbai - Mumbai, India

Relevant Courses: Data Structures, Design & Analysis: Algorithms, Mobile App Development, Database Management Systems, Machine Learning, Object Oriented Programming, Independent Study

EXPERIENCE

Intuitive Surgical Inc.

Sunnyvale, CA

Software Engineer (Internship)

June 2022 - September 2022

- Functioned in the Core Technology Engineering (CTE) team on customization and delivery of internal applications to increase the consistency overall and aid in the development of prototype.
- Programmed work plans of collaborative medical robots for redesigned internal applications to fit end user requirements.

SCU Frugal Innovation Hub

Santa Clara, CA

Student Developer (Part Time)

February 2022 - June 2022

- Operated in a group of 3 on building mobile and web applications with local storage to work on internet free environments.
- Designed wireframes to provide overview of the user interaction and specify the material components of the application.

Origin Cloud Technologies (Stack Nation)

Chennai, India

Mobile Application Developer (Internship)

June 2020 - July 2020

- Pioneered a mobile app, similar to Handshake for applicants and companies, significantly improving the hiring process by 70%.
- Structured the layouts along with implementation and documentation for improvement in the performance of the application.

PROJECTS

Social Media Analysis for Mental Health Evaluation

May 2021

- Designed a mobile app using Flutter that analyses users' mental state utilising social media API using CNN model, which gives an accuracy of 89.28% and negative alerting using Twilio with real-time storage.
- Created a medical chatbot using DialogFlow with 92% 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 using Twilio, from anywhere, recording activities with 81.28% accuracy.

Event Management and Organisation Portal for NGO

October 2019

• Developed a web application using Vue.js where contents related to the organisation is displayed as well as registering as a volunteer, staff with volunteer management and event creation stored in Firebase, many more features are provided.

SKILLS

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

Web & Mobile App Technologies Flutter, Android, React, Vue.js, Chakra-UI, Material-UI, Bootstrap, Flask, Node.js

Databases SQL, SQLite, NoSQL (Firebase), PHPMyAdmin, JDBC

Platforms/Tools Android Studio, Figma, JIRA, Mural, Git, Postman, 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
- Conducted Workshop Flutter: Mobile App Development for High School Students in Santa Clara, CA.
- 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