Brian Scott Sukhnandan

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EDUCATION

Queens College (QC), City University of New York (CUNY) Flushing, NY
Bachelor of Science (B.S.) in Computer Science with Minor in Mathematics Expected Dec 2021
Relevant Coursework:
Data Structures, C++/Java Programming, Computer Organization/Architecture, Operating Systems

SKILLS

Programming: Java, HTML/CSS, Bash, Python, JavaScript, C/C++, C#, ReactJS, Node.js, Express, Django, Tensorflow
Technologies: Git, GNU/Linux, Windows (7/8/10), Mac OSX, Firebase, Docker, MongoDB, Unity, Arduino

PROJECTS

MCC Linux ModManager Jul 2020 - Present

- Implemented a CLI capable of automating the process of adding/removing modifications to a game-platform which lacks support for Unix-like OS users, thus increasing Linux accessibility.
- Developed the UI using C++/Bash in order for the application to run on any Linux machine, and to avoid dependency issues.

Convolutional Neural Network - Skin Lesion Classifier Mar 2020 – May 2020

- Trained a Convolutional Neural Network using Keras/Tensorflow to classify skin lesions based on seven different categories.
- Utilized the HAM10000 dataset included over 36,000 images in training this model, which achieved an F1 score of about 89%.

FastGE Oct 2019 – Feb 2020

- Built a web-based application using ReactJS, and Bootstrap for users to quickly see information about items that exist within a virtual market.
- Implemented a database using Google Firebase to store information about these items
- Automated the process of adding/removing items with scripts written in JavaScript/Bash.

RELEVANT EXPERIENCE

National Science Foundation - REU New York, NY
Research Intern Jan 2021 – Present

- Performed runtime analysis and optimization of various Matrix Multiplication & ML algorithms using distributed computing techniques via MPI and Python.
- Assisted in the formulation/development of state-of-the-art algorithms which are capable of minimizing the computational overhead of a Neural Network when parallelizing the training across multiple CPUs.

CUNY Tech Prep New York, NY
Software Developer Student Jun 2020 – Present

- Selected for a technical training program, as one out of 400+ applicants.
- Learn in-demand technologies like React, Node + Express, and PostgreSQL as well as industry best practices for design, implementation, and deployment such as MVC, version control with Git/GitHub, agile & Scrum with Trello and Slack, test driven development, and CI/CD.

NASA: Minority University Research & Education Project Jamaica, NY
Robotics Instructor Jul 2019 – Present

- Created goal-oriented lesson plans to teach basic Electrical Engineering concepts to K-12 students through MakeBlock construction and circuit building.
- Introduced over 120 K-12 students to basic Computer Science fundamentals through the use of Arduino and my very own “Intro to Python” curriculum.
- Tinkered with different activities to fulfill NASA's STEM education goals and expectations.
- Maintained an excellent classroom environment for students to ask questions.

SUPPORTING EXPERIENCE

QC Game Development Club Flushing, NY
Project Leader/Vice President Jan 2018 – May 2020

- Led a myriad of teams to design several games using the Unity Engine by assigning tasks, enforcing deadlines, and utilizing agile methodology.
- Created scripts in C# which served as outlines, allowing for quick demo deployment in a hackathon setting.

ASSOCIATIONS

American Society of Mechanical Engineers (ASME) Mar 2019 - Present