CHINMAYEE HEMANT BANDAL

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SKILLS SUMMARY

- *Proficient:* Java, C++ *Familiar:* C, Python, HTML, CSS, Javascript, Verilog, Microsoft Excel
- *Environments and OSes:* macOS, Windows OS (8 and 10), Linux(Ubuntu)
- *IDEs and Editors:* Eclipse, Anaconda, Atom, vim (for terminal programming)
- *Version Control Tools:* Git version control, *Virtual Machines:* VirtualBox
- Fluent in Hindi and Marathi, Basic Spanish.
- Excellent written and verbal skills, confident public speaker and a good listener, excellent presentation skills.

EDUCATION

University at Buffalo, The State University of New York

Bachelor of Science, Computer Science — Expected June 2020
GPA: Dean's List, Spring 2017

RELEVANT COURSEWORK

Introduction to Programming I and II, Data Structures, Algorithms and Complexity, Operating Systems, Digital Systems, Computer Organization

COURSE PROJECTS

Solitaire, Fall 2017 — ***Java, Eclipse IDE***

- Built a GUI based solitaire game containing three solitaire games- Baker's Dozen, Freecell and Aces Up.
- Developed the JUnit tests for Freecell and introduced easter eggs to the Freecell and Aces Up games.
- Implemented and introduced the entire functionality for Freecell and Aces Up to the GUI.
- Supervised our team of 4 people and ensured that all requirements were met.

EXTRACURRICULAR PROGRAMMING PROJECTS AND ACTIVITIES

The Trading Game, Summer 2018 — ***Python, Machine Learning, scikit-learn, Anaconda IDE***

- The basics of stock trading and stock price prediction can be overwhelming for beginners in Finance and Machine Learning.
- Analyzed and scaled the data, and trained and tested it to generate stock price predictions using linear regression analysis.
- Implemented the stock exploration, stock transactions, account summary features and linear regression analysis functions.
- The interactive game helps players understand the fundamentals of stock trade and stock price prediction.

Shortest Path, Summer 2018 — ***C++, vim***

- Finding the shortest route from one point to another is of great importance to travelers and commuters to save time.
- Implemented Dijkstra's Shortest Path Algorithm to calculate the shortest paths and choose landmarks accordingly.
- Efficiently guides the user from their source to their desired destination by providing the shortest route.

Card Swiping system, Summer 2017 — ***HTML, CSS, Javascript, Handlebars***

- Davis Hall faces the issue of a large number of students waiting to get help from the TAs in the common area. The system if put to use will regulate the flow of students using a queue and group system, resulting in efficiency and satisfaction of the students.
- Led, developed and assigned tasks to the members of the Front-end team for the summer project.
- Simplified the functionalities for the students to use and made the website aesthetically pleasing by using HTML, CSS, Javascript and Handlebars.
- Taught team members who were not acquainted with the programming languages used.

ACTIVITIES

Global World Challenge Competition, Participant — ***December 2016 – March 2017***

- Designed and presented a simple water purifying system using items found everywhere.
- Reached the Semi-finals among all seniors and graduate level competitors.

Bytehacks Hackathon, Participant — ***June 2017***

- Developed ***Bottie***, a chatbot that helps immigrants assimilate in the US, in a team of 4, using Dialogflow and Xcode.
- Received an Honorable Mention for the Best Beginner Social Hack.

Google Games, Participant — ***September 2017***

- Solved puzzles and coded in a team of 4, the recommended number of team members being 5.
- Achieved 8th position out of 49 teams mostly consisting of graduate level students.

UB ACM, Member — ***September 2016 – Present***