# CHINMAYEE BANDAL

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## SKILLS SUMMARY

- *Proficient:* Java, C++, C *Familiar:* Python, HTML, CSS, Javascript, Verilog, Microsoft Excel
- *Environments and OSes:* macOS, Windows OS, Linux ; *IDEs and Editors:* Eclipse, Anaconda, Atom, vim
- *Version Control Tools:* Git version control, *Virtual Machines:* VirtualBox, VMWare Fusion
- *Relevant Coursework:* Data Structures, Algorithms and Complexity, Operating Systems, Distributed Systems(in-progress), Data Intensive Computing(in-progress), Human Computer Interaction(in-progress)

## EDUCATION

***University at Buffalo, The State University of New York*** ***Expected May 2020***

Bachelor of Science, Computer Science
GPA (in-major): 3.2/4.0 ; Dean's List, Spring 2017

## WORK EXPERIENCE

***Undergraduate Teaching Assistant: Systems Programming, Data Structures*** ***January 2019 – Present***

- Assist in instructing students the basics of Systems Programming and Data Structures.
- Lead lab sections and instruct a class of 20 - 30 students in C, C++ and Git.
- Conduct office hours to guide and assess students in assignments and projects.
- Assist in grading exams and quizzes.

## COURSE PROJECTS

***Solitaire***

- Created a GUI based solitaire game application containing three solitaire games- Baker's Dozen, Freecell and Aces Up.
- Incorporated Test Driven Development principles in the development process.
- Implemented and integrated the entire functionality for Freecell and Aces Up into the user interface.
- Supervised our team of 3 people and ensured that all requirements and deadlines were met.
- Leveraged knowledge in Java, Eclipse IDE, Git

## EXTRACURRICULAR PROGRAMMING PROJECTS AND ACTIVITIES

***Personal website:*** chinmayeebandal.com

***The Trading Game***

- Developed an interactive game that helps users understand the basics of stock trade and prediction.
- Integrated the Scikit-learn library to utilize a generalized Linear Model for stock prediction.
- Analyzed, scaled, trained and tested the data to predict stock prices using linear regression analysis.
- Incorporated real-time stock prices by importing real-time data from the Quandl API.
- Leveraged knowledge in Python, Scikit-learn library, NumPy library, Matplotlib library, Anaconda IDE, Git

***Card Swiping system***

- Reduced the crowd of students during office hours by 18% by designing a scheduling system and a clocking system.
- Developed and integrated web pages for students, TAs and Professors into a single web platform.
- Hosted meetings with professors to discuss development and new and redesigned features.
- Leveraged knowledge in HTML, CSS, Javascript, Handlebars.js, Git

## ACTIVITIES

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

- Solved puzzles and coded in a team of 4, one person short of the recommended team of five.
- Achieved 8$^{th}$ position out of 49 teams mostly consisting of graduate level students.

***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.

***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.

***Systers – AnitaB.org*** ***January 2019 - Present***

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