BORNEIL GOPE

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EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY   **Rochester, NY**
Bachelor of Science in Computer Science   *Expected May 2026*
- Major: Computer Science | Intended Minor: Information Technology | Intended Emersion: Applied Mathematics
- GPA: 3.58 / 4.00
- Relevant Coursework: Analysis of Algorithms, Computer Science I, Computer Science II, Computer Science Theory, Discrete Mathematics, Introduction to Software Engineering, Mechanics of Programming, Networking

EXPERIENCE

ROCHESTER INSTITUTE OF TECHNOLOGY   **Rochester, NY**
Systems Engineer   *Oct 2023 – Present*
- Enhanced user productivity and satisfaction across the university by reducing device downtime by 32% through the successful diagnosis and resolution of issues across 500+ devices
- Protected critical user data by decreasing data recovery times by 47% through the development of and implementation of robust data backup procedures

NYC DEPARTMENT OF ENVIRONMENTAL PROTECTION   **New York, NY**
Automation and Analytics Intern   *Jun 2023 – Aug 2023*
- Saved operational budget costs by identifying 23% in vehicle allocation savings through analyzing car loan records in Excel
- Improved water site safety testing processes by enhancing data accuracy by 38% and reducing processing time by 27% through the implementation of automated data entry and real-time updates

ELEVATION STRATEGIES   **New York, NY**
Software Data Engineer Intern   *Jul 2021 – Sep 2021*
- Increased campaign engagement rates across all 51 Council Districts in NYC by 17% through the analysis and amassing of data on societal figures for targeted phone banking
- Enhanced campaign responsiveness by accelerating data analysis processes by 34%, leveraging advanced data collection techniques to adapt to dynamic environments

PROJECTS

CHESS AND HOPPERS – JAVA
- Implemented complex chess logic and rules, including legal move generation, checkmate detection, and piece interactions, showcasing a deep understanding of algorithmic problem-solving
- Utilized advanced data structures, such as multidimensional arrays and linked lists, to efficiently represent and manipulate the chessboard, contributing to optimized performance and memory management

UFUND – JAVA, TYPESCRIPT, HTML
- Launched an Amazon-like platform that saw a 26% increase in user engagement during initial testing phases (Angular), simplifying the way users browse and manage needs with enhanced search features
- Led the project to completion 2 weeks ahead of schedule by implementing Agile methodologies (Scrum), improving team collaboration and efficiency through effective use of Trello and Slack

AMICI – C
- Engineered a social network platform for 600+ users employing hash tables for efficient user management and supporting functionalities such as adding friends and managing requests, highlighting adept use of complex data structures
- Saved 20% of development time and avoided 12 merge conflicts by efficiently organizing code and tasks through the strategic use of Github, enhancing project management and team collaboration

ADDITIONAL INFORMATION

- **Technical Skills:** Programming (Python, Java, C, C++, JavaScript, TypeScript, HTML, MATLAB)
- **Licenses & Certifications:** CompTIA A+, NYU's Cybersecurity Introductory Course, TestOut PC Pro
- **Awards & Honors:** Hult Prize Winner (OnCampus), National Merit Scholarship, National Technical Honor Society
- **Languages:** Native in English and Bengali; Limited Working Proficiency in Spanish
- **Interests:** Cricket, Game Development, Guitarist, Mechanical Watch Enthusiast, Philanthropy