Divya Sengar

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Objective

To receive an internship or a co-op so that I may gain experience in the industry and learn how to apply computer science principles in real world applications.

Education

B.S. COMPUTER SCIENCE | EXPECTED GRADUATION: SPRING 2017 | VIRGINIA TECH, BLACKSBURG, VA

· GPA: 3.60/4.0

· Dean's List Fall 2013, Spring 2014, Fall 2014, Spring 2015

Skills & Abilities

PROGRAMMING LANUGAGES

Proficient With:	Familiar With:
· **Java**	· JavaScript
· C++	· Python
· C	· HTML
· Linux Bash Scripting	· XML

Experience & Projects

ENGINNERING FINAL GROUP PROJECT

· Group of 6 engineered a R.C. car that would be controlled by an Android phone through Bluetooth pairing.

· Taught myself how to program with the Android SDK and eclipse with no prior experience, reducing my need to rely on classes to receive knowledge.

· Designed and implemented the entire Android app in Java through Eclipse and the hardware in Arduino code, increasing my experience with building software.

· Led team members to construct the hardware portion of the project, such as setting up the Arduino board with the Bluetooth peripheral to independently control two motors, thereby reducing time not spent working on the project.

· Learned to troubleshoot problems such as frequent crashes and poor performance from the hardware, which left more time to develop the app.

SOFTWARE ENGINEERING FINAL

· Team of 3 constructed an Android app, capable of encrypting and decrypting strings of text through a caesarian cipher.

· Coordinated team members to design different parts of the program, such as back end and front end, which effectively distributed the workload.

· Implemented good programming practices that made it easy for the team to interact with, such as utilizing Java doc and maintaining portability, to build good documentation practices.

· Managed to work under duress and time limits, thereby improving my ability to work under stressful environments.

PERSONAL PROJECT - PONG

· Made from scratch using the Light Weight Java Gaming Library and OpenGL.

· Used good design principles, separated the engine from the physical interactions as well as the graphical implementation.

· Finished with a fully functioning game that was comprised of many moving parts, improving my expertise in OOP principles.

CODE EXAMPLES: http://pastebin.com/u/dsengar

Extracurricular Activities

RESEARCH WITH NIMML, FALL 2015

· Refactored existing code to separate database queries from html page edits, thereby improving reusability and maintainability within the system.