

SUBHRAJYOTI MONDAL

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TECHNICAL SKILLS

Programming Languages : Java, C++, JavaScript, HTML, CSS

Operating Systems : Windows, Linux

IDE : Visual Studio, Eclipse, IntelliJ, Android Studio, Zero Engine, BlueJ, Arduino, Processing

Relevant Course : Data Structure & Algorithms, Computer Graphics, Game Development, Software Engineering, Management Principles, Technical Writing

EDUCATION

Major: Applied Computing, University of Washington Bothell, March 2021 (Expected)

Minor: Business Administration

PROGRAMMING PROJECTS

1. **Android Connect The Dots Game**, Summer Project, Summer 2019

Developed a classic connect styled app which tracked user inputs, had a win / draw prompt and allowed the player to replay the game; utilized Java, Android Concepts (gridLayout, linearLayout, imageView).

2. **ACM Hackathons**, University of Washington Bothell

- Hosted a website which allowed users to submit an application form, using Firebase. (Team Size: 4) (Winter 2019)
- Worked on an interactive game along with a text based story which ran on Discord, a messaging application. (Team Size: 6) (Winter 2018)

3. **Pizza Simulator**, Computer Programming II, Summer 2018

Produced a simulator which allowed users to manage, create & add ingredients to a pizza; utilized self-made lists, inheritance, generics, recursion, and Java 2D API.

4. **Interactive Web Quiz**, Intro To Interactive Media, Spring 2018

Developed a web based quiz app using HTML & JavaScript, which dynamically asks users harder questions, keeps track of user's answers & provides verdict in the form of a final score. (Project Duration: 3 months, Team Size: 4)

5. **Space War Game**, Video Game Programming, Summer 2016

Created a 2D Graphic based game under 3 weeks, using Java; utilized variables, conditional statements, & loops.

RELEVANT EXPERIENCE

1. **Association for Computing Machinery**, University of Washington Bothell, Spring 2018 - Present

- Git Gud: Basics of Git Version Control. (Fall 2018)
- Internet of Things Crash Course: Engaged with embedded systems and its practical applications, through Arduino hardware and its IDE. (Fall 2018)
- Cracking Coding: Collaborated with fellow students to solve common algorithms. (Fall 2018, Spring 2018)

2. **Teacher Assistant**, St. Louise School, Fall 2015 - Spring 2016

- Instructed 25+ students (ages 5-6), in areas of community, religion & service. Actively worked to reduce workload of lead teacher, by collaborating with other TA's.

3. **Volunteer Designer**, Adisys Corp., Fall 2013

- Produced a high resolution logo for the Company using Adobe Illustrator, which was highly appreciated by seniors.