

HARSHITA GIRASE

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EDUCATION

University at Buffalo, the State University of New York

expected May 2019

Bachelor of Science (B.S.) in Computer Science

EXPERIENCE

Software Development Intern

ACV Auctions

Summer 2017

- Developed and rebuilt the internal tools website using React
- Worked with four software developers to create PoC to optimize the ACV Web App

Microsoft Student Partner

Microsoft

September 2016- May 2017

- Lead monthly technical workshops to teach students new skills and create a community of student developers on campus
- Increased awareness about Microsoft Imagine Cup, Hour of Code and other events by having over 100 students join the Facebook group

Undergraduate Teaching Assistant

University at Buffalo

Fall 2016- present

CSE 199- How the Internet Works

- Designed activities for 440 college freshmen to help them gain a better understanding of the Internet

CSE 113- Intro to Programming

- Held recitations (4hrs/week) and office hours (2 hrs/week) to help students with programming assignments in Processing

LEADERSHIP

Co-Director

UB Scientista

Summer 2017- present

- Lead a group of 8 E-Board members to plan and execute events to foster a community of women in tech on campus
- Coordinate with faculty and the CSE department to plan outreach programs in the Buffalo community

Resident Advisor

University at Buffalo

August 2016- present

- Serve as a role model to about 800 students and play an active and positive role in a student's engagement with campus life
- Schedule and hold individual meetings throughout the year with all residents to provide individualized support and attention
- Resolve conflicts and coordinate monthly programs to build a strong community in the residence hall

Organizer

UB Hacking 2016, 2017

Fall 2016, 2017

- Help organize UB's annual hackathon, lead the advertising team to actively promote the event on campus as well as other schools
- Managed food orders and check-in booth on the day of the event which had around 400 hackers

LANGUAGES AND TECHNOLOGIES

- Java; HTML5; CSS3 Actively learning: JavaScript; React; C++
- Familiar with: Adobe InDesign; Adobe Illustrator; Git

PROJECTS

- **UB EMERGE Website**(Summer 2017- present): Develop and maintain the website for UB's first student-run STEM newsletter; HTML5, CSS3, Bootstrap, JavaScript
- **Master Labyrinth**(Spring 2016): Worked with a team of 4 students to design and develop a multiplayer software version of the game Master Labyrinth in Java by implementing and optimizing 2D Arrays along with relational Object Oriented; Java

AWARDS

Gina Hammond Computer Science Award(Spring 2017): Awarded to an undergraduate student with academic potential with preference to underrepresented students