

Harshita Girase

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EDUCATION

University at Buffalo, the State University of New York, May 2019

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

PROGRAMMING SKILLS

Java, HTML, CSS, MySQL

EXPERIENCE

Microsoft Student Partner, October 2016- present

- Attend monthly training calls, track and report on events & social media presence
- Lead monthly workshops to teach students new skills and inspire them to tinker with technology
- Grow and nurture a community of student developers on campus

Undergraduate Teaching Assistant (CSE 199), September 2016- present

- Design activities for 440 college freshmen to help them gain a better understanding of the Internet
- Assist students in completing the activities by interacting with them in class

Resident Advisor, August 2016- present

- Serve as a role model to 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
- Host programs to build a strong community in the residence hall

CAMPUS INVOLVEMENT

Undergraduate Student Advisory Board, September 2016- present

- Collaborate with faculty and Computer Science Department to plan and organize tech events for students
- Suggest improvements in the current undergraduate curriculum for the Computer Science Department

UB Student Association Assembly, September 2016- present

Secretary

- Attend bi-weekly meetings to ensure they are effectively organised and minuted

Governors Residence Hall Council, September 2015- May 2016

Program Coordinator and Social Media Manager

- Planned programs and events with other members to gather 800 residents and help them socialize
- Managed social media accounts to advertise upcoming programs and events

UB Hacking 2016

- Helped organize University at Buffalo's annual hackathon
- Managed food orders and check-in booth on the day of the event
- Contacted local companies for sponsorship

PROJECTS

Master Labyrinth, Spring 2016

[Java]

- Led 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 Programming theories

KeyBricks Game, Fall 2015

[Java]

- Rebuilt the classic game using Java in Eclipse

Zeus Restaurant, Fall 2014

[Java, MySQL]

- Worked in a group of 3 students and designed a GUI using Netbeans IDE
- Used database connectivity to link MySQL databases to Java and created a program that manages reservation in a restaurant

AWARDS

Hall Council General Board Member of the Year, April 2016

Awarded to the member who exceeds expectations and demonstrates exceptional leadership qualities