

# IKRA MONJUR

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## Education

**BS in Computer Science** 08/2017 – present  
Cornell University, Ithaca, NY

GPA: 3.51 (Dean's List, Spring 2018)

**Relevant Coursework:** Object Oriented Programming and Data Structures; Discrete Structures; Digital Logic and Computer Organization; Data Structure and Functional Programming

## Relevant Experience

**Undergraduate Research Assistant** 09/2018 – present  
Autonomous Systems Lab at Cornell University, Ithaca, NY

- Working on Autonomous Mini Robotic Cars for AI Driving Olympics Competition
- Collaborate with a sub team of 5 students to work with machine learning algorithms for object detection/image processing for the vehicle
- Using Python and ROS to enable the vehicle to complete tasks such as lane following, navigation with dynamic vehicles, and abiding by the regular traffic laws in the model town

**Navigation Team Member** 09/2018 – present  
Cornell Autonomous Bicycle, Ithaca, NY

- Research project team aimed to create a self-steering, self-navigation, and self-balancing bicycle
- Collaborate with other team members to enhance the autonomous bike's navigation system
- Working on getting a better GPS to get a more accurate position of the bike

## Work Experience

**Student Administrative Assistant** 08/2018 – present  
Campus Life Marketing & Communications, Cornell University, Ithaca, NY

- Use Adobe Illustrator to edit posters to promote events around the campus
- Help the office staff with clerical work

**Technology Instructor** 07/2018 – 08/2018  
Lavner Camps, New York, NY

- Taught basic game design, programming, web development, and LEGO robotics to campers
- Assisted the camp director setup for events and talk to parents

## Projects

**Personal Website** 11/2018 – 12/2018

- Created a personal website from scratch to showcase my portfolio and skills
- Utilized HTML, CSS, and Javascript in order to implement basic functionalities of the website

**Othello/Reversi Game** 11/2018 – 11/2018

- Worked in a team of four to create a text based game of Othello using OCaml
- Implemented different game modes including a two player version, an AI version which used the minimax algorithm, and a training/learning mode
- Implemented a variety of commands such as put, undo, preview, recommend (from AI), save, load etc.
- Completed the larger parts of the game as a team and individually implemented many additional functions to make commands such as undo work seamlessly

**Planner App** 01/2017 – 02/2017

- Worked in a team of three to create an android app using Android Studio
- A planner app that includes a calendar integrated with the NYC school calendar including holidays and breaks during the school year
- Implemented basic functionalities of a planner including the ability to add/edit homework, tests, events etc.

**Virtual Reality Game** 05/2017 – 06/2017

- Created a virtual reality game in Unity with two other team members using my high school as the setting
- The objective of the game was to find and collect all the hidden objects at different departments
- Took the pictures of our school and imported in Unity using google cardboard app and enabled users to look at an object and collect the item which in return increased their score

## Skills

### Technical Skills

Java	<div><div></div></div>
HTML/CSS	<div><div></div></div>
Android Studio	<div><div></div></div>
OCaml	<div><div></div></div>
Python	<div><div></div></div>
Unity	<div><div></div></div>
Verilog	<div><div></div></div>