San Francisco Bay Area
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KARAN MONGA

PROFESSIONAL EXPERIENCE

Web Developer Intern   **State of Iowa – Dept. of Human Services**   **Summer 2019**
- Developed a group care tracker web application for Child Welfare Services using ASP .NET Core
- Created UI using Vue.Js and linked to existing databases in Microsoft SQL Server
- Presented project to technical leads, worked on code development, testing and documentation

Sustainability Ambassador   **California State University – East Bay**   **Spring 2018 to Present**
- Assessed university offices on sustainable practices to promote sustainability in the workplace.

Research Assistant   **Fall 2016 to Present**
- Analyzed research methods in Virtual Reality and leveraging it to teach high school students about waste management and sustainability. Modeled university campus in SketchUp and developed an educational Virtual Reality game using Unity.

Teacher's Assistant   **Fall 2019 to Present**
- Grader and lab assistant for core Engineering classes

EDUCATION

California State University – East Bay   **Fall 2016 – May 2020**
- **Major: B.S. Computer Science. GPA: 3.18**
- Coursework: Operating Systems; Data Structures and Algorithms; Comp. Architecture; Software Engineering; Analysis of Algorithms; Website Development; Automata & Computation
- Distinguished Scholar - Center for Student Research
- Student Member - American Society for Engineering Education

 Languages and Technologies
- HTML5, CSS, JavaScript; C++; Java; ASP .NET; MySQL;
- React, Vue, Node Js, jQuery
- Git, GitHub, VS Code; Microsoft SQL Server; Eclipse; Unity 3D

TECHNICAL EXPERIENCE

Projects
- ***Stock Trading Simulator***(2019). Allows users to buy and sell stocks to maximize their profit. HTML5, CSS3, Vue.Js
- ***Crypto Tracker***(2019). Real-time Bitcoin & Ethereum prices using the CoinDesk API. HTML5, CSS, React Js, Node Js
- ***Attack of the Recyclops***(2017). Educational virtual reality game on waste management. Unity, C#, JavaScript

ADDITIONAL EXPERIENCE, PAPERS AND PRESENTATIONS

- **Lab Instructor – Broadcom Foundation (August 2019):** Conducted a summer camp for high school students from the Bay Area to develop 3D models in SketchUp and create virtual reality walkthroughs using Unity.
- **Trinity College London (June 2013):** Plectrum Guitar (Initial Grade) – Passed with Distinction
- **Startup Weekend (May 2017):** Best Startup Award at California State University – East Bay
- **Monga, K**., (2018) "Development of a Virtual Reality Educational Game for Waste Management: Attack of the Recyclops" American Society of Engineering Education Conference 2018. (Paper submitted) [Salt Lake City, Utah]
- **Monga, K**., Condori Jr., W., (2018) "Virtual Reality Applications for Waste Management Education" 32nd California State University Student Research Competition, May 2018. (Presentation) [Sacramento, California]