Rupali Kotina

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EDUCATION

Bachelor of Computer Science from State University of New York at Buffalo   Anticipated May 2019

Honors: Dean's List 2018

Related courses: Data Structures, Discrete Structures, Introduction to Machine Learning, Operating Systems, Software Engineering, Introduction to Programming Languages, Design and Analysis of Algorithms

EXPERIENCE

Teaching Assistant for CSE 250 Data Structures   August 2018 – Present

University at Buffalo   Buffalo NY, USA

- Performed academic tutoring
- Provided students with one-on-one tutoring and regular out of class assistance
- Successfully balanced student work-load with teaching work-load
- Supervised student examinations and graded them based on devised rubrics

Research Aide   February 2018 – Present

Food Systems Planning and Healthy Communities Lab   Buffalo NY, USA

- Translated / Transcribed audio files
- Analyzed data generated by the transcriptions using NVivo
- Implemented visual radar charts
- Researched food based policies

Creative Design Intern   May 2017 – August 2017

Team 4 Progress Technologies LLC   Bangalore, India

- Observed design techniques and tools
- Reviewed code and assessed the impact of submitted changes
- Designed Web layouts and Modern Resume layouts

Engineering Intern   May 2016 – June 2016

Hindustan Aeronautics Limited   Sunnabeda, India

- Observed supply and maintenance department
- Researched on techniques to improve the user interface
- Ran tests on the existing application to ensure proper functioning
- Coordinated effectively with a team of 4 members with skills in engineering and design

SKILLS

Tools: NetBeans, CLion, PyCharm, Rational Rose

Database Management: MySQL, Oracle, MS Access

Research and Planning: Identifying Problems, Gathering Information, Developing Evaluations, Calculating Results

Linguistic Skills: English, Hindi, Oriya, Telugu

Languages: JavaScript, Python, C, C++, HTML, CSS, SML, OCaml

Soft Skills: Communication, Teamwork, Organization Skills

Operating Systems: Windows (98, XP, 10), Mac OS X, Linux

PROJECTS

Linear Models for Supervised Learning (Using Python)
Implemented three different classifiers using python: perceptron, logistic regression and support vector machines. The main focus of this assignment is to find the most accurate classifier among the three.

Multilayer Perceptron (Using Python)
Currently working on implementing a multilayer perceptron and evaluate its performance in classifying handwritten digits. This project also uses TensorFlow Library to deploy neural networks.

Personal Website (Using JavaScript, PHP, HTML, CSS)
Currently trying to design a personal website which should contain my resume, blogs and projects. Working to make it interactive. It is a work in progress.

Poker Game (Using Java)
Designed a Poker Game for one player to learn the basic rules of hands in poker. The game itself has new rules.

It's Your ArtWork (Using JavaScript, PHP, HTML, CSS)
Designed a website to store thoughts, videos and pictures. It basically gets a list of materials present with you and redirects to YouTube displaying crafts which can be made out of the materials present with you.

CAMPUS INVOLVEMENT

Tau Sigma, National Honor Society, *Member*	February 2018 – Present
Bollywood Dance and Drama Club, *Treasurer*	February 2018 –December 2018
CSE Kids Day, *Volunteer*	November 2018 – December 2018
UB Hacking, *Volunteer & Participant*	August 2018 – November 2018