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

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

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.

Battleship (Using Python)
Designed a battleship game with a 5 X 5 grid as the playing field. Each user has 3 turns to find the battleship. The game is designed for a single-player as well as two-players.

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.

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*   August 2018 – November 2018