Kunal Samant

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Education

The University of Texas at Arlington | Arlington, Texas   **GPA:** 3.49/4.0
Bachelor of Science in Computer Science, Honor's   **Graduation:** December 2020

Technical Skills

Languages:	Python, C, C++, JAVA, HTML, CSS, JavaScript, PHP
Database Management:	MySQL, PostgreSQL, MS Access, MongoDB, Firebase
Environments/Frameworks:	Linux/Unix, Flask, ReactJS, NodeJS, Django,
Familiar with:	Agile Development, Git Version Control, Android Development, Full Stack Development, Cloud Concepts, Software Testing, Secure Programming

Work Experience

Undergraduate Research Assistant | IT Lab | UT Arlington   **May 2020 – Present**
- Launched CoWiz v2 with optimized input error handling and enhanced user interface.
- Successfully reduced the number of input cases which produced errors by incorporating testing before release.
- Assisted the *OurCS@DFW* workshop at UT Arlington to teach students to design and develop CoWiz++

Resident Assistant | Apartment & Residence Life | UT Arlington   **Aug 2018 – May 2020**
- Led a community of over 600 residents by formulating various strategies and organizing various events to encourage diversity and inclusiveness while engaging the residents in various community activities.
- Resolved the issues and concerns of the residents by using strong problem-solving skills. Proposed and successfully implemented a change in the "on-call" policy to create a more efficient work system in 2019.

Projects

CoWiz++ (Flask, Python, Plotly)
- Created visualizations to efficiently display a composition-based algorithm in form of graphs that can facilitate flexible analysis of multilayer networks independent of the given data set of COVID-19 cases across US counties.
- Automating the visualization process by using Plotly to allow the user to customize the graphs using various geographical parameters (e.g. severity rate of new cases)

Beverage Management (Android Studio, Firebase, Java)
- Designed and developed an Android application, in a team of 5, to scan and store beer along with the details of the bottle (i.e. style, make, model, expiration date)
- Compiled multiple databases together to create one single dataset which the app access when adding new beer.

Connect4 Game (Python) - *class project*
- Developed an improvised version of Connect 4 which incorporated human-computer interaction.
- Implemented an AI using Alpha-Beta pruning algorithm to challenge the user such that user never wins.

Battle Arena (LibGDX, Android Programming, Android Studio, Java, SQLite3) – *class project*
- Designed and developed a 2D action game using LibGDX, and Android programming by implementing the principles of Object-Oriented programming in JAVA.
- Implemented an AI to mimic enemy behavior using A-star search to achieve the best goal state from start state.

Publications/Honors

Maverick Advantage	2020
CoWiz: Multi-Layer Network on Covid-19 Data (in the making)	2020
Maverick Academic Scholarship	2017-2020