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| Kunal Samant | Email: kunal19899@gmail.com |
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**Education**

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| 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**

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| **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**

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