

# Mahasweta Bhattacharya

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## EDUCATION

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| <b>University at Buffalo, State University of New York</b><br><i>Doctor of Philosophy in Biomedical Engineering</i>       | Buffalo, NY<br>Aug. 2017 – Jan 2023    |
| <b>University at Buffalo, State University of New York</b><br><i>Master of Science in Electrical Engineering</i>          | Buffalo, NY<br>Aug. 2015 – May 2017    |
| <b>West Bengal University of Technology</b><br><i>Bachelor of Technology in Electronics and Communication Engineering</i> | Kolkata, India<br>Aug. 2010 – May 2014 |

## EXPERIENCE

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| <b>Undergraduate Research Assistant</b><br><i>Texas A&amp;M University</i>   | June 2020 – Present<br><i>College Station, TX</i> |
| <ul style="list-style-type: none"><li>Developed a REST API using FastAPI and PostgreSQL to store data from learning management systems</li><li>Developed a full-stack web application using Flask, React, PostgreSQL and Docker to analyze GitHub data</li><li>Explored ways to visualize GitHub collaboration in a classroom setting</li></ul>  |   |
| <b>Information Technology Support Specialist</b><br><i>Southwestern University</i>   | Sep. 2018 – Present<br><i>Georgetown, TX</i>      |
| <ul style="list-style-type: none"><li>Communicate with managers to set up campus computers used on campus</li><li>Assess and troubleshoot computer problems brought by students, faculty and staff</li><li>Maintain upkeep of computers, classroom equipment, and 200 printers across campus</li></ul>   |   |
| <b>Artificial Intelligence Research Assistant</b><br><i>Southwestern University</i>  | May 2019 – July 2019<br><i>Georgetown, TX</i>     |
| <ul style="list-style-type: none"><li>Explored methods to generate video game dungeons based off of <i>The Legend of Zelda</i></li><li>Developed a game in Java to test the generated dungeons</li><li>Contributed 50K+ lines of code to an established codebase via Git</li><li>Conducted a human subject study to determine which video game dungeon generation technique is enjoyable</li><li>Wrote an 8-page paper and gave multiple presentations on-campus</li><li>Presented virtually to the World Conference on Computational Intelligence</li></ul> |   |

## PROJECTS

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| <b>Gitlytics</b>   <i>Python, Flask, React, PostgreSQL, Docker</i>  | June 2020 – Present |
| <ul style="list-style-type: none"><li>Developed a full-stack web application using with Flask serving a REST API with React as the frontend</li><li>Implemented GitHub OAuth to get data from user's repositories</li><li>Visualized GitHub data to show collaboration</li><li>Used Celery and Redis for asynchronous tasks</li></ul>   |                     |
| <b>Simple Paintball</b>   <i>Spigot API, Java, Maven, TravisCI, Git</i>   | May 2018 – May 2020 |
| <ul style="list-style-type: none"><li>Developed a Minecraft server plugin to entertain kids during free time for a previous job</li><li>Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review</li><li>Implemented continuous delivery using TravisCI to build the plugin upon new a release</li><li>Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin</li></ul> |                     |

## TECHNICAL SKILLS

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| <b>Languages:</b> Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R   |
| <b>Frameworks:</b> React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI   |
| <b>Developer Tools:</b> Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse |
| <b>Libraries:</b> pandas, NumPy, Matplotlib  |