

Mansi Pravin Thanki

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Available: From **May 2023** for a **Full-Time** opportunity

EDUCATION

Northeastern University, Khoury College of Computer Sciences, Boston, MA **May 2023**
Master of Science in Computer Science, Specialization: Data Science and Artificial Intelligence **GPA: 3.88/4.0**
Related courses: Programming Design Paradigm, Algorithms, Web Development, DBMS, Information Retrieval, AI, Cloud

Savitribai Phule Pune University, India **June 2020**
Bachelor of Engineering in Computer Engineering **GPA: 8.92/10.0**
Related courses: Object Oriented Programming, Data Structures, Databases, Software Engineering

TECHNICAL SKILLS

Programming Languages: JavaScript, Python, SQL, C#, R, C, C++, Core Java
Web Technologies: AWS Fundamentals, HTML, JavaScript, CSS, React, XAMPP Apache Web server, Bootstrap, PHP, AngularJS, Apache Tomcat, Selenium Tool, REST APIs, Jasmine Framework
Tools and IDEs: Jupyter Notebook, Spyder, RStudio, Visual Studio, Arduino, SSMS, Git, Postman
Databases: MySQL, Mongo DB, Oracle Database, SQLite

WORK EXPERIENCE

Northeastern University, Boston, MA **Jan 2023 – May 2023**
Graduate Teaching Assistant (Database Management Systems)

- Collaborated with Professor and co-assistants to assist students with assignments for smooth course operations.
- Used technologies: R, RStudio, SQL, MySQL, SQLite, Database Design, XML, AWS RDS, UML, Stored Procedures

Dassault Systems, Waltham, MA **Aug 2022 – Jan 2023**
Software Engineer Intern

- Developed re-usable Key UI components like Calendar UI & Range selection view for the Project Management Web app
 - Boosted Project Planning business team's productivity by **45%** by delivering Calendar component features & enhancements
 - Wrote unit test cases and achieved **97%** coverage in ODTs and documented Product Enhancement Specifications (PES)
 - Collaborated with teams in an agile environment and worked closely with QE team to address issues efficiently.
- Used technologies: **JavaScript**, Backbone, HTML, CSS, Web Services, Jasmine testing framework, Karma

Infogen Labs Pvt Ltd, Pune, India **Nov 2020 – Aug 2021**
Software Engineer

- Integrated Calendly into the client website with an additional feature of auto-routing to designated sales representatives using JavaScript, CSS & HTML which helped the client **costs reduce by 50%**.
 - Designed a payment subscription module that integrated **Chargify API** to enable multi-course purchases for the users.
 - Orchestrated software **production deployments**, formed project estimates, created deployment plans & roll back plans.
- Used technologies: C#, ASP.NET MVC, JavaScript, AWS CodeCommit, SSMS, Visual Studio 19, JIRA, Confluence

PROJECTS

DoorDelights - Food Delivery App, Web Application Development, [Link to Webapp Code](#) **Aug 2022- Dec 2022**

- Built food delivery app with MERN stack and Redux with team collaboration. Leveraged Git for code management.
- Integrated **Google Search & Geocoding APIs** for location-based restaurant search and **Multer** for efficient form handling.
- Designed front-end with Material-UI and added a unique feature allowing multiple restaurant purchases in a single order.

USA Accidents Severity Prediction and EDA, [Link to Code](#) **Feb 2023 – Apr 2023**

- Analyzed US Accidents dataset, conducted EDA, and developed a severity prediction model using **Random forest** and **logistic regression** along with **hyperparameter tuning** and **undersampling** techniques. Languages used: **R and Python**
- Achieved **85%** accuracy and **79%** recall with logistic regression, and **93%** accuracy and **83%** recall with random forest.

Full Stack Amazon Clone App using ReactJS, E-Commerce Application, [Link to Webapp Code](#) **June 2022 – July 2022**

- Developed Amazon Clone App using ReactJS, HTML, CSS, React Context API, Node.js & VSCode
- Designed Front-end using **MaterialUI** & used **Google Firebase** for Authentication, Database & Hosting.

Dungeons and Dragons with MVC Architecture, Maze Game using Java Swing **Sept 2021 – Dec 2021**

- Implemented a dungeon game using JAVA where the player navigates in a randomly generated maze, collects treasure, attacks monsters, & reaches the goal. Applied **SOLID** principles & used **MVC** Design Pattern.
- Developed GUI using Swing and performed **JUnit** tests.

News Articles Classification and Summarization **Sept 2021 – Nov 2021**

- Built an ML model for classifying the new articles into various categories using SVM, KNN, & Naive Bayes algorithms.
- Summarized the text using Latent Semantic Analysis, Text Rank Algorithm, and K-Means algorithm to make it easier for the user readability. Language: **Python**