Mansi Pravin Thanki
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Available Immediately for a **Full-Time** Software Engineer opportunity

EDUCATION

Northeastern University, Boston, MA || **Master of Science** in Computer Science — **May 2023**
Courses: Design Paradigms, Algorithms, Web Development, DBMS, Information Retrieval, AI, Cloud — **GPA:** 3.88/4.0

University of Pune, Maharashtra, India || **Bachelor of Engineering** in Computer Engineering — **June 2020**
Courses: Object Oriented Programming, Data Structures, Databases, Software Engineering — **GPA**: 8.92/10.0

TECHNICAL SKILLS

Programming Languages:	JavaScript, Python, SQL, C#, R, Java
Databases:	MySQL, Mongo DB, Oracle Database, SQLite, Cassandra
Tools and IDEs:	IntelliJ IDEA, Jupyter Notebook, RStudio, SSMS, Git, Postman, Bash, Junit, JIRA
Web Technologies:	AWS, ReactJS, JavaScript, Spring, React Native, HTML, CSS, AngularJS, REST APIs, ASP.NET, Django, Kafka, Kubernetes, Docker, Jenkins, NextJS, Cypress, Selenium
Cloud (AWS Cloud Architect)**:**	S3, RDS, EC2, Lambda, CloudFormation, Elastic Beanstalk, AutoScaling, CloudWatch

WORK EXPERIENCE

Software Engineer Intern
Dassault Systèmes, Waltham, MA — **Aug 2022 – Jan 2023**
- Developed reusable UI components for the Project Management app, leveraging **JavaScript, Backbone.js, & CSS.** Successfully retrieved vital data for frontend UI components by developing backend services in **Java**.
- Achieved a **45%** increase in team productivity through developing features that streamlined project timeline planning.
- Attained a **97%** code coverage by writing unit tests & documented Product Enhancement Specifications (PES).
- Collaborated with UX and QE teams in an agile environment for enhanced UI interaction & efficient issue resolution. **Technologies Used:** JavaScript, Java, Backbone, HTML, CSS, Web Services, Jasmine testing framework, JIRA

Software Engineer
Infogen Labs Pvt Ltd, Pune, India — **Nov 2020 – Aug 2021**
- Developed a training hub for ASD (Autism Spectrum Disorder) treatment professionals using **C# & ASP.NET MVC**.
- Reduced costs by **50%** by integrating scheduling software with the application using **JavaScript**. Streamlined appointment bookings by implementing a location-based auto-routing algorithm.
- Enabled multi-course purchases for users through custom payment module & Chargify API integration; drove **40%** order value surge, accelerating revenue growth by **20%**.
- Enhanced UI responsiveness, reduced processing time, & minimized client refunds.
- Orchestrated software production deployments, & maintain CI/CD build pipelines, deployment plans & rollbacks. **Technologies Used:** C#, ASP.NET, JavaScript, AWS CodeCommit, SSMS, NUnit, Confluence, PowerShell

PROJECTS

DoorDelights – A MERN Food Delivery App, Link to Webapp Code — **Aug 2022 – Dec 2022**
- Created a food delivery app with **MERN stack** & **Redux**, featuring a unique capability for multiple restaurant purchases in a single order. Leveraged Git for code management & team collaboration.
- Integrated the frontend built using **React.js** and **Material UI** with the backend, built on **Node.js** and **Express.js**, to handle user authentication, restaurant data, and order processing.
- Integrated Google Search & Geocoding APIs for location-based restaurant search.

USA Accidents Severity Prediction and EDA, Link to Code — **Feb 2023 – Apr 2023**
- Analyzed US Accidents dataset, conducted EDA, & crafted a severity prediction model. Languages: **R & Python**
- Performed Random forest & logistic regression along with hyperparameter tuning & undersampling techniques. Achieved **85%** accuracy & **79%** recall with logistic regression, and **93%** accuracy & **83%** recall with random forest.

Full Stack Amazon Clone App using ReactJS, E-Commerce Application, Link to Webapp Code — **June 2022 – July 2022**
- Created an Amazon Clone App using ReactJS, HTML, CSS, React Context API, Node.js & VSCode
- Designed Front-end using **MaterialUI** & harnessed **Google Firebase** for Authentication, Database & Hosting.

A Java Maze Game - Dungeons and Dragons with MVC Architecture — **Sept 2021 – Dec 2021**
- Implemented a dungeon game using **JAVA** and object-oriented design principles.
- Engineered Swing-based GUI and conducted JUnit tests. Applied SOLID principles & used MVC Design Pattern.

News Articles Classification and Summarization — **Sept 2021 – Nov 2021**
- Constructed an ML model to classify **500K** news articles into various categories using SVM, KNN, & Naive Bayes algorithms. Language: **Python**
- Summarized the text using Latent Semantic Analysis, Text Rank Algorithm, and K-Means algorithm.