

PRIYAL SUNEJA

Computer Science Undergraduate @ UC San Diego

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in priyalsuneja

p-suneja

EXPERIENCE

Software Engineering Intern

Service Now

June 2019 – Sept 2019 San Diego, CA

- Interfaced between the Enterprise platform (Glide) and a third party queuing service (Kafka) to **test the data pathway** between a producer and consumer set.
- Built a **testing framework to locate the point of failure** in the data pathway built using Kafka and Confluence.
- Integrated an **interactive UI with a self built testing framework** using AJAX and Java.
- Practiced **industry best practices** such as: conducting code reviews with/for teammates, participating in distributed development, designing new components and interfaces and leading them to completion.

Google CodeU Participant

Google

May 2019 – July 2019 Online

- Collaborated with a team of peers to design and implement a web application that connected users with charities using Java, JavaScript, HTML and CSS leveraging Google Cloud Platform APIs, including App Engine and Datastore.
- Created **dynamic maps** that responded to real-time user generated data using the Google Geocoding and Maps APIs in Javascript.
- Created a **search functionality** to allow users to search through a list of charities based on name, location and type using Java and Javascript.
- Collaboratively ideated and validated user needs while maintaining **project documentation** throughout the 10 week process.

Computer Science Tutor

CSE Department, UCSD

April 2019 – June 2019 San Diego, CA

Tutoring for CSE 8A [Introduction to Computer Science (Java)]

- Host lab hours to assist students with **debugging** programs in Java.
- Clarified **introductory concepts** such as looping, conditionals, syntactical issues etc.
- Graded programming assignments and quizzes/exams using Gradescope.

Software Engineering Intern

Fifth Note

June 2017 – July 2017 Surat, India

- Created test cases that strengthened the program security by finding errors that occurred with altering of information.
- Found bugs in the software that caused it to behave differently than what was desired.
- Drafted a new software requirement documentation that facilitated a better understanding of the needs of the organization.

EDUCATION

BS in Computer Science

UC San Diego (GPA: 3.8)

Expected Graduation: June 2021

RESEARCH

FlapJS

Advisor: Mia Minnes

Sept 2019 – Present UCSD

- **Increasing functionality** of an **open source online tool** used to build, simulate, and test automata and other formal models of computation.
- **Writing and optimizing algorithms** using JavaScript to solve PDAs and CFGs.
- Improving UI and design of the tool based on the feedback of the students who use it as a part of their course.

Early Research Scholars Program

Advisors: Sorin Lerner, William Griswold

Oct 2018 – Jun 2019 UCSD

- **Gamified** loop invariant proofs and utilized **crowdsourcing** to gather helpful statistics from players
- Built a mobile **application** to enable users to play the game on their mobile devices using **Unity** and **C#**.
- Studied the difference in user participation in single player and multi player mode of the game.
- Poster presented at the UCSD CSE Research Expo.

SKILLS

- **Languages:** C/C++, C#, JAVA, Bash Script, ARM Assembly, Latex, Matlab
- **Concepts:** GUI, Unit Testing with Java, Software Verification, Dynamic Programming and Memory Allocation

HONORS/LEADERSHIP

- **GHC Scholar** Anita B.Org 2019/20
- **CSE Undergraduate Award for Excellence in Contributions to Diversity** UCSD CSE Department 2018/19
- **Vice President Women In Computing**, UCSD 2019/20