

PAARAS BHANDARI

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College Park, MD

EDUCATION

University of Maryland College Park

Bachelor's in Computer Science GPA: 3.86

Sept 2018 – Present College Park, MD

University of California - Davis

Bachelor's in Computer Science GPA: 4.00

Sept 2017 - June 2018 Davis, CA

EXPERIENCE

Teaching Assistant

University of Maryland - College Park

Jan 2019 – May 2019 College Park, MD

- Worked as a Teaching Assistant for the course CMSC132 - (Object Oriented Programming II) at University of Maryland.
- Held office hours for undergraduate students and graded exams.

Software Engineering Intern

Indian Institute of Technology - Kanpur

June 2018 – August 2018 Kanpur, India

- Worked on an open-source project called Brihaspati 3.0 which is a learning based platform used by universities across India.
- Worked with Android Studio and learnt about its basic features such as activity life cycle, intents, and layout design.
- Learnt about HTTP protocol and implemented client-server communication using Java libraries.
- Worked with JSON data format - parsing and processing JSON data received from the server.

Chair of Website Committee

Space and Satellite Systems - UC Davis

Oct 2017 – June 2018 Davis, CA

- Worked as Chair of the website committee at Space and Satellite Systems which is a student organization at University of California Davis.
- Designed several webpages with HTML, CSS and Bootstrap. Learnt about screen-size responsive layouts in CSS and other Bootstrap features.
- Worked with online repositories using Git version control to collaborate with team members.

SKILLS

Programming Languages

- Java, Javascript, C, C++, OCaml, Ruby, Rust, Python.

Front-End

- Javascript, ReactJS, HTML, CSS, Bootstrap

Technologies and OS

- Android Studio, UNIX/Linux Command Line, RESTful APIs, JSON, XML, HTTP Protocol, x86 Assembly Instruction

Testing and Debugging

- JUnit, GDB

Other Skills

- LaTeX, MS Word, MS Excel, Agile Methodology

PROJECTS

SpellMe

- Developed a spelling quiz app using ReactJS, AJAX and CSS3. The app uses a text to speech API to play out pronunciation-audio of random words from the English dictionary fetched using another API and asks the user to spell the word.

Regular Expression Interpreter

- Developed a regular expression (regex) interpreter using OCaml. The program takes a regular expression and a string as input. The regular expression is converted to a non-deterministic finite automata and tested with the string.

Weather App

- Developed an app using ReactJS and AJAX that allows users to view real-time weather of a desired city. The app uses an open weather API.

Black Jack and Tetris

- Developed a Java implementation of the world-famous Black Jack card game and a variant of the famous arcade game Tetris. Supports GUI, allowing users to play the game easily.

Monopoly

- Developed a C++ implementation of the famous Monopoly board game in which players move around the board, buying, selling, and auctioning real estate.

To Do List App

- Developed a to do list app using ReactJS that allows users to add and delete tasks to/from the to do list.