Pezanne Khambatta

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EDUCATION

University of San Francisco, CA   **Aug 19 – May 22**
Master of Science, Computer Science, GPA 4.0
Coursework: Data Visualization, Data Structures & Algorithms, Modern Systems Programming
Rhode Island School of Design, RI   **Sept 13 – June 17**
Bachelor of Fine Arts, Industrial Design, GPA 3.6

SKILLS

Languages	**:** Java, C#, Python, C, JavaScript, Bash/Shell Scripts
Frameworks	**:** ASP.Net, Flask, Spring MVC, Hibernate
Web technologies	**:** REST API, HTML, CSS, JSP, Bootstrap, AJAX, jQuery
Databases & Technologies	**:** MySQL, Git, Maven, Heroku, IntelliJ

PROFESSIONAL EXPERIENCE

Polymerupdate, *Software Engineering Intern, Mumbai, India*   **Jan 19 – July 19**
- Built a REST Service for Polymerupdate API to enable assigning roles, permissions and rights to different users, resulting in different levels of access for each user. Used ASP.NET MVC, C# for back-end operations and Postman for testing
- Coded and executed multi-table SQL queries often involving complex table joins and grouping
- Enabled internal email notification functionality triggered by detection of frequent IP addresses from the same user

Rosanna Inc., *Industrial Designer, Seattle, WA*   **Aug 17 – July 18**
- Used 3D modeling software (SolidWorks) and rendering software (KeyShot) to design and engineer ceramic products
- Administered interviews for industrial design applicants and recommended strong candidates to executives
- Wrote design guidelines document for industrial design department

TECHNICAL PROJECTS

News Scrapers *(for ML and Big Data research lab, 'MAGICS')*   **Dec 19**
- Implemented web scrapers to parse data from RSS news feeds and populate a database with news articles from reputed news sources. Used BeautifulSoup library in Python to grab text information and MariaDB to quality test fetched data
- Singlehandedly increased gross data inputs by 27%, proving greatly beneficial for NLP and sentiment analysis
- Drafted comprehensive README document for current and future contributors to codebase

Object-Oriented Game Arcade   **Oct 19**
- Coded a game arcade application in Java that allows users to play a game of Hangman or Mastermind through command line. Application allows users to play as many games as desired, while keeping track of player name and scores
- Demonstrated clever usage of inheritance and polymorphism to consolidate overlapping logic for Mastermind and Hangman
- Implemented Hangman bot that implements Regex pattern matching on against a list of 20,000 most frequent English words to determine the best next guess, based on a weighted score for each letter. Bot averaged an impressive score of 0.9 incorrect guesses per game

Personal Website *(http://www.pezanne.com)*   **June 19**
- Developed engaging and aesthetically trendy personal website to showcase works from industrial design degree as well as articles about technology
- Used HTML, CSS, Bootstrap and JavaScript libraries, OwlCarousel and Typed to add animations and interactivity

To-do List and Goals Application *(https://doneanddone.herokuapp.com)*   **Oct 17**
- Developed a Flask application which allows a user to add items onto their to-do list as well as onto a long term goals list. Completed tasks and goals show up in separate 'completed' section
- Implemented a lists tab that can allow for groupings of to-do items in separate lists with collapsible headers to show or hide items list items. Used jQuery to enable collapsible tabs and Ajax to handle form submissions for 'mark as completed' and 'delete'
- Designed relational database schema in PostgreSQL. Hosted application on Heroku

CERTIFICATIONS & COURSEWORK

HarvardX	**:** Certificate in Introduction to Computer Science (CS50)	**June 18 – Oct 18**
Brown University	**:** Computer Science: The Digital World (CSCI 0020)	**Sept 16 – Dec 16**