Prachi Bodas

Student at Carnegie Mellon University   prbodas@gmail.com

Education

Carnegie Mellon University (B.S. Computer Science & B.S. Robotics)   2015 - Present
Current sophomore, expected graduation May 2019.

Experience

Facebook University Engineering Intern   June 2016 - August 2016 (3 months)
Facebook
Interned at the Facebook University program. Wrote an iOS app in Swift called Code Warriors with a team, using the Phabricator system, Swift, and SpriteKit. Code Warriors teaches kids concepts of computer science through a simple game format. Games built teach heap rotations, algorithms, and graphs.

Research Assistant   October 2015 - Present
Haptics Research with Prof. Roberta Klatzky
Creating Android app using Senseg SDK kit for Nexus 7 with haptic/tactile capabilities assistance in accessibility and potential virtual reality augment. Conduct user trials on optimal combinations of textures for haptic keyboard.

Software Intern   January 2016 - April 2016
ComYoot
Creating web app to connect riders to drivers via matching and ranking algorithms which sort based on mutual friends, distance, origin/destination, time and date. (Using Google Maps API, Node.js, MongoDB, Heroku)

Projects

Syodo (Making Robots Draw)   January 2016 - May 2016
Partnered with another student to make a CMU robot (Baxter) draw Japanese kanji by using the Robot Operating System, python, and KanjiVG. We analyzed the order and shape of brushstrokes and simulated human hand movements with Baxter by transposing different frames of motion. Project for Humanoids (16-264).

BlockShop   January 2016
BlockShop is an iOS app created in Swift which allows CMU students to sell meal blocks. Buyers and sellers sign up using their Andrew IDs and Facebook authentication. Location services identify buyers and sellers at the same campus food location and connects them to one another via embedded facebook messaging. Created at TartanHacks 2016!

Kawaii Piisu   August 2014
Created Mac/iOS apps with 5 person team at YCHacks. Connected applications to gesture signals from tech wearable Myo Band to take photos when the wearer makes a peace sign with their hands.

FishGame   June 2014 - August 2014
Created iOS game using SpriteBuilder and Cocos 2d physics engine. Developed in ObjectiveC, released on App Store.

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