Tanisi Das

4th Year Computer Science Student at
Carleton University

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AVAILABILITY

Available for 4, 6, 8, 12 and 16 month co-op placements

EDUCATION

Bachelor of Computer Science: Software Engineering (Honours) **September 2021 - Present**
Carleton University | Ottawa, Canada

- Fourth year standing
- 9.50/12.00 CGPA (A-)
- Achievements:
    - President's Scholarship (2021)
    - Award of Excellence for International Students (2021)
    - Dean's Honour List (2021-2022, 2023-2024)
    - Henry Marshall Tory Award (2022)

SKILLS AND COURSEWORK

Languages/Databases: Python, Java, C/C++, Visual Basic, SQL, JavaScript, HTML, CSS, MongoDB
Frameworks/Libraries: Qt, Spring Boot, Node.js
Softwares: Microsoft Office, GitHub, Git, PostgreSQL, Visual Studio Code, UiPath, Power BI
Operating Systems: Windows, Linux
Concepts: Algorithms, Data Structures, Database Management, Agile Methodology, RPA

WORK EXPERIENCE

IT Corporate & Support Intern, RPA | flydubai **June 2024 - August 2024**

- Designed and implemented workflows using UiPath to automate invoice processing and reduce processing time
- Processed large datasets of invoice data to facilitate financial tracking, auditing and data reporting
- Utilized UiPath to automate data extraction from customer review websites such as TripAdvisor
- Designed an application to conduct sentiment analysis on extracted reviews using Python, an NLP model and Excel to provide insights into customer satisfaction data

APPLIED PROJECTS

Software Prototype for Neureset - EEG Feedback Device | C++, Qt **March 2024 - April 2024**

- Designed comprehensive use cases and requirement traceability matrix to plan normal treatment scenarios with the Neureset device
- Documented design using UML class diagrams, state diagrams and sequence diagrams
- Simulated software for an EEG direct neurofeedback device Qt and C++ architecture that allows users to simulate treatment delivery by starting a new session and viewing session logs
- Designed a comprehensive GUI to display real-time EEG data visualizations
- Implemented logic for generating treatment using waveform calculations
- Developed a waveform generator to simulate electrode connection with the device

Health and Fitness Club Management System | Python, PostgreSQL, pgAdmin **March 2024 - April 2024**

- Implemented an application with a user-friendly command-line interface for a fitness club management system
- Designed a relational database to efficiently store, manage and retrieve data corresponding to club members, trainers and administrative staff through optimized SQL queries
- Implemented features such as member registration, profile and dashboard management, scheduling, and administrative functions such as payment processing and club maintenance using Python

Elevator System Simulation | C++, Qt **January 2024 - March 2024**

- Designed comprehensive use cases and requirement traceability matrix to plan normal operation and emergency scenarios

- Documented design using UML class diagrams, state diagrams and sequence diagrams
- Simulated an elevator control system using Qt and C++ architecture to develop a GUI to drive the simulation
- Modelled behavior for elevators servicing a building with multiple floors
- Incorporated safety features to handle emergency situations and ensure passenger safety

Personal Planner | C++ **September 2023 – October 2023**

- Implemented backend system for a personal planner application for storing and managing events
- Implemented an event management system using algorithms to schedule and track created personal events and manage scheduling conflicting events
- Conducted testing and debugging procedures to ensure correctness and reliability

'Python' Snake Game | Python, Pygame, PyCharm, Procreate **June 2023 – July 2023**

- Collaborated with a cross-functional team to recreate and develop a classic snake game
- Utilized UML diagrams during the design process to plan and define game architecture and character features
- Implemented modular code structure and incorporated object-oriented design using Agile modeling principles
- Integrated Procreate and Pygame for graphics and sound effects to enhance user experience
- Created features such as a points and lives system which was essential in key event handling and collision detection

VOLUNTEER EXPERIENCE

Instructor | Parijat Academy **December 2018**

- Created and delivered engaging lesson plans on turtle graphics in the MSW Logo
- Taught shape creation and color usage, inspiring student designs
- Introduced students to Scratch syntax, aiding in their transition to other programming languages

CERTIFICATIONS

Full Stack Software Developer Specialization
IBM **August 2024**
Skills: Cloud Computing, HTML, CSS, JavaScript, Git, React, Node.js, Express, Flask, Django, SQL, Docker, Kubernetes, OpenShift, Generative AI

Coding for Everyone: C and C++ Specialization
University of California, Santa Cruz **September 2022**
Skills: C, C++, Algorithms

Python 3 Programming
University of Michigan **August 2021**
Skills: Python, Data collection and processing, XML, JSON, Web scraping