Sandip Samantaray

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Objective:

To obtain a summer 2017 internship as a Software Engineer and apply my existing technical skills to learn more about software design and development.

Summary of Qualifications:

- Proficient in C/C++ and Java. Familiar with PHP, Python, Javascript and Bash scripting.
- Well-versed in black and white box testing, stack tracing and socket programming.
- Self-directed and motivated programmer who works effectively in a dynamic environment.
- Proven problem solver with strong communication skills.
- Multi-lingual: Hindi (fluent in conversation, reading and writing), Japanese (basic writing and conversation).

Education:

University of Washington (Seattle, WA) June 2018 (expected)
Bachelor of Science degree in Computer Science and Mathematics

Coursework completed: Systems Programming (333), Software Design and Implementation (331), Hardware and Software Interface (351) and Foundations of Computing I (311), Intro Programming (143) and Web Programming (154).

Coursework in-progress: Data Structures and Parallelism (332) and Foundations of Computing II (312)

Projects:

Squares Game Engine, (GitHub) June 2015 – Present

- Developed game engine on Java, used to run 2-D games.
- Implemented game-loop on a single threaded architecture.
- Designed an efficient hash map structure to parse and import entity data from sprite sheets.
- Tested the engine using sample sprites and a prototype game state manager.

Rubik's Cube Solver, (GitHub) September 2015 – November 2015

- Collaborated with a team to implement a simple framework for a Rubik's cube application with C++.
- Developed a sample 15 puzzle game to test the application of macro operators used by the solver.

CampusMap Navigator, (Portfolio website) January 2015 – March 2015

- Developed a Java swing app using MVC architecture to navigate between UW campus buildings.
- Implemented Dijkstra's algorithm to find shortest path between two buildings.
- Created Junit test cases for the implementation of the graph.

333 Web search engine, (Portfolio website) June 2016 – August 2016

- Developed a search engine with C++ to search for queries using C database.
- Implemented a file crawler and indexer to parse data and create an inverted index structure.
- Used multiple threads on a socket to handle interactions with more than one client at a time.

Extracurricular Activities:

- Took part in ProjectEuler+, OpenBracket CodeSprint and Week of Code 24 (Bronze) contest on Hackerrank.
- Explore new technologies. Learnt creating simple environment and modifying game object properties using scripts on Unity for the Oculus Rift.
- Hackathons: DubHacks 2016, CalHacks 3.0, WildHacks 2016