

SANTOSHNI BIRLANGI

Languages: **C++, PYTHON, JAVA, XML, XSL, HTML, CSS, HASKELL, LATEX/TEX**

Tools: **UNREAL ENGINE 4, FIGMA, CANVA, MIRO, BALSAMIQUE**

EDUCATION

08/'19 - 05/'23 **TEXAS A&M UNIVERSITY** College Station
Bachelor of Science in Computer Science, Emphasis in Business GPA: 3.5
 Planned Minors in Math and Visualization

WORK EXPERIENCE & PROJECTS

08/'20 - 12/'20 **VR UI/UX DEVELOPER** SpaceCRAFT
 Simulated and evaluated Space System architecture design and integration by co-creating a VR tool in UE4.

- Built mapping UI showing the position of an astronaut in the simulation.
- Built holographic material for planet surface.

06/'21 - 08/'21 **DTCC IT INTERN** Depository Trust & Clearing Corporation
 Researched and created design in team of six for an informative, interactive website based on the DTCC Guide to Clearance and Settlement explaining DTCC's role in the global market, important processes DTCC handles: making a trade, matching, netting, settling, clearing etc.

- UX Research: decided on features regarding functionality of the home and main pages: hovers, buttons, navigation bars, animations, audio, text etc.
- UI Design: sketched and wireframed home and main pages in accordance to stakeholder requirements, designed financial district city, including buildings representing major players: brokerage firms, institutions, NSCC, FICC, DTCC and "market", through which user would navigate learning processes or by the navigation bar and key terms hover menu with animations, text and visuals.

Wrote a Unix shell script that deletes files over a week old from directories listed in a text file, sends an email notification following the script's completion, and provides warning if there is invalid file path input, scheduled script for weekly run.

01/'21 - 01/'21 **HEDGE CUTTERS WEBSITE** TAMUhack 2021
 Worked in team to create website the finds, compiles and allows users to select from a list of stock related tweets to view charts about that stock, includes light/dark mode and a live updating interface.

- Designed website wireframes planning UI/UX: object placement, color scheme, logo, scrolls, buttons.
- Implemented dark and light mode, programmed UI.

09/'21 - 09/'21 **FLOW SHIBA** HowdyHACK
 Worked in team to create game, based on the theme of music, that takes a YouTube URL, and creates a frequency wave along which the player would attempt to follow using a Shiba Inu on a UFO to score points

- Structured overhead design of game via pseudocode applied to UE4
- Created wireframes of gameplay.
- Converted (with team) URL to wav file to apply transforms to frequency wave.

05/'20 - 08/'20 **SOFTWARE ENGINEER AND UI/UX INTERN** OneBill Software Inc.

- Customized invoice templates in XML/XSL to specifications of client.
- Created interactive platform-use tutorials for internal distribution.