

Snigdha Ghosh Dastidar

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EDUCATION

University of Illinois at Chicago (UIC), Chicago, IL

May 2023

Bachelor of Science in Computer Science, Minor in Mathematics

Cumulative GPA: 3.92/4.00 | Major GPA: 4.00

Dean's List

Relevant Coursework: Object-Oriented Languages and Environment, Algorithm, Software Design, Data Structures, Machine Organization, Languages and Automata, Unix Terminal, Statistical Methods, Linear Algebra.

SKILLS

Programming: C++, C, Java, Python, MATLAB, R/RStudio, C#, MySQL, JavaScript, CSS, HTML, git.

Technical Skills: x-86 assembly, Maven, XML, Numpy, Pandas, Matplotlib, LaTeX, JUnit, UML class diagrams, agile.

EXPERIENCES

UIC, CS Department

August 2021 - Present

Undergraduate Teaching Assistant

Course: CS251- Data Structures

- Holding office hours to clarify student's queries regarding Valgrind, time complexity analysis, testing, debugging, and assisting them to cultivate new skills in coding.
- Conducting lab sessions along with TAs and help to facilitate teamwork among students by forming random groups.

UIC, College of Engineering

August 2021 - Present

Engineering Success Program Mentor

- Administering classes of up to 32 students with fellow TAs by sharing our experience and encouraging self-direction.
- Grading assignments, replying to student's questions through email, and holding one-on-one office hours.

Break Through Tech Chicago

January 2021 – January 2021

Teaching Assistant

- Encouraged women to consider having a CS major or minor, and assisted them to brainstorm new ideas to improve food banks and build an application prototype as a team in three days.
- Led 2 groups of 4 participants and managed zoom breakout rooms coordinating with the professor.

COURSEWORK PROJECTS

15-Puzzle Game (Java)

April 2021

- JavaFX program that presents a unique solvable puzzle for every new game and animates move by move solution.
- Incorporated A* algorithm for one of the two AI heuristics by threading using Executors class.

Word Guess Game (Java)

March 2021

- Multi-threaded server/client game where the server plays simultaneously with each client that connects.

Open-street Maps (C++)

December 2020

- Program to navigate the shortest path between two points on the uploaded campus using Dijkstra's algorithm.
- Implemented custom graphs aggregating various data structures efficiently within runtime requirements and tested thoroughly using Google Tests.

File Compression (C++)

November 2020

- Coordinated with a partner to build a file compression algorithm to compress or decompress any kind of large file.
- Applied Huffman algorithm for encoding and decoding using a custom priority queue, binary trees, and a provided custom HashMap class.

DNA Profiling App (C++)

October 2020

- Developed using a doubly linked structure class that determines if the DNA strand file matches the database.

Web Crawler (Python)

November 2019

- Built a program connecting python to the Internet that crawls through the webpages from the start URL to collect a list of unique email addresses.