Snigdha Ghosh Dastidar

(312)723-2640 | sdasti2@uic.edu | linkedin.com/in/snigdhaghoshdastidar |Chicago, IL

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

UIC, College of Engineering   August 2021 - Present
Engineering Success Program Mentor
- Administrate classes of up-to 32 students with fellow TAs by sharing our experience and encouraging self-direction.
- Grading assignments for 2 sections, replying to student's questions through email, and holding 1-1 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 and TAs.

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 files.
- 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 with 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.