

SUHANI PANT

(703) 309-9729 suhanipant05@gmail.com Ashburn, VA



EDUCATION

B.S. Computer Engineering
Virginia Tech



SKILLS

Technical Skills

- Python
- JavaScript
- Unity Game Engine
- Virtual Reality
- UI Development
- Requirements development

Product Skills

- Product Management
- Agile Development
- User Research
- Product Strategy
- Product Roadmapping



LEADERSHIP

Co-founder Oct 2021-Present
Great Math Minds STEM
Program

Established a partnership with MITRE and local elementary school to teach coding classes to female students in third grade as part of effort to introduce them to STEM topics and careers.

Designed and taught 16 hands-on coding and robotics workshops for 1 1/2 hours each.



WORK EXPERIENCE

Technical Product Manager MITRE Corporation | Sept 2022 - Present

- Analyzed and structured MBSE requirements for a c-UAS system, categorizing them into specific system components and producing a final, comprehensive set of requirements documents to ensure accurate system design and traceability.
- Led development of three Navy analysis applications, by conducting user research through customer engagement. Translated user feedback into detailed mockups and wireframes in AdobeXD, and created an agile product development timeline.
- Effectively coordinated cross-functional teams and lead developers to successful completion by tracking objectives, ensuring timely delivery and implementation.

Software Engineer MITRE Corporation | June 2020 - Present

- Developed and implemented 15+ new features in a waveform data analysis application using Python to increase data processing efficiency.
- Developed virtual reality simulation environments, including characters and UI components, for solving national security challenges, using Unity Game Engine. The data collected from the simulation informed the Biden Administration.
- Developed over 10 features for the Common Vulnerabilities and Exposures Program (CVE), which helped users reserve, filter, and report cybersecurity vulnerabilities, using JavaScript, MongoDB and REST API.

Intern Coordinator MITRE Corporation | March 2021 - Present

- Coordinated internships for 9 students by recruiting, establishing technical projects, creating mentorship programs and hosting professional development events.
- Mentored students to immerse them in the company culture, boost their professional confidence and create a 100% retention rate of students returning to MITRE.
- Trained intern coordinators by writing guidebooks and hosting panels.

Software Engineer Intern Lockheed Martin | May 2019 - Aug 2019

- Developed, debugged and tested Acoustic Signal Processing software using Java, Linux and Git.
- Contributed ideas to daily standups, team and customer demos while working in an Agile environment.

Cyber Security Analyst Intern General Electric Healthcare | May 2018 - July 2018

- Procured analytics reports by evaluating customer feedback database to quantify frequency and types of cybersecurity threats faced by GE's medical devices.
- Evaluated quality of 12 medical devices' Privacy & Security manuals while interfacing with customers and product managers.

Virtual Reality Undergraduate Research Virginia Tech | Jan 2019 - May 2020

- Created educational virtual reality program to visualize sea-urchin biomaterials in underwater environment for 120 high school students. Developed using C#, Unity Game Engine, Blender and deployed using Oculus Go and Oculus Rift.