



SUHANI PANT

Experienced software engineer with strong leadership skills seeking product management roles.

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 **A:** Falls Church, VA

SKILLS

Virtual Reality

Unity Game Engine

JavaScript

Python

UX User Research

AdobeXD



EDUCATION

B.S. Computer Engineering
Virginia Tech May 2020



OUTREACH

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 10 hands-on coding workshops for 1 1/2 hours each.

Founder Oct 2021 - Present
Mental Health Initiative for
Engineering Students

Lead mental health improvement program for engineering living learning community of 600+ students.

Applied and accepted to pitch program at Clinton Global Initiative University, 2018.



WORK EXPERIENCE

Software Engineer

MITRE Corporation | June 2020 - Present

- Conducted user research interviews, created mockups and wireframes in Adobe XD to develop a suite of 3 new applications that automate Navy processes.
- Developed virtual reality simulation environments for solving national security challenges, using Unity Game Engine and C#, which included non-player characters that could interact with each other and user interface components.
- Used JavaScript, MongoDB and REST API to develop backend for Common Vulnerabilities and Exposures Program (CVE), which collects cybersecurity vulnerabilities faced by systems worldwide. Added over 10 features which help users reserve, filter, and report vulnerabilities.

Intern Coordinator

MITRE Corporation | March 2021 - Present

- Lead program for 5 interns; supervised the students' projects and ensured that they were equipped with resources and advice to succeed in their 10-week internships.
- Established mentorship program for students and hosted professional development panels.
- Represented MITRE at career fairs to interview and 5 recruit students.

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.
- Created GUI using Python for program that presents signal analysis waveform data and provides options to users.

Cyber Security Technical Analyst

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.