Surekha Maruti Salunkhe

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EDUCATION

Pace University, Seidenberg School of Computer Science, and Information Systems | GPA: 3.74 / 4.00   New York, NY
Master of Science (MS) in Computer Science   September 2022 - May 2024
Coursework: • Deep Learning • Game Programming • Mobile & Web Dev • Java • Algorithms & Computing • DBMS • Computer Systems • Internet Computing • Parallel Computing • Artificial Intelligence

University of Mumbai, School of Engineering | Honors: Summa Cum Laude |GPA: 7.25 / 10   Mumbai, India
Bachelor of Science (BS) in Electronics and Telecommunication Engineering   August 2012 - May 2016

PROFESSIONAL EXPERIENCE

Artificial Intelligence / Machine Learning Intern, Keeper AI Inc., NY, United States   October 2023 – December 2023
- Contributed to data analysis, model development, and AI implementation project under mentorship, applied theoretical knowledge to real-world scenarios, and gained practical experience in machine learning such as Natural language processing which helped in improving the accuracy of exiting model

UI/UX Frontend Software Developer Intern, Shop Taki, NY, United States   June 2023 – September 2023
- Designed and implemented medical website and mobile application for users to track medicines, symptoms, gain feedback on dosage and side effects
- Utilized skills such as Figma, web application tool for interactive UX designs with locofy.ai and lead the UI team for successful development of the project

Senior Web Developer, Infosys Ltd, Pune, Maharashtra, India   February 2022 – July 2022
- Communicated with clients and analyzed business requirements to seek clarification on the product design through presentations
- Developed software development life cycle, technical architecture, workflow with agile methodology and kept track of the software development using JIRA
- Programmed software and web interface for products such as Warranty Claims, Product tracking, Service letters using JavaScript, Java, Python, HTML, CSS
- Migrated applications to GitHub action for continuous integration and automated 75% of testcases that reduced infrastructure cost by 40%
- Supported product deployment, testing, and monitoring by debugging production tickets, analyzing client requests, and documenting tickets for future

Senior Systems Engineer, Infosys Ltd, Pune, Maharashtra, India   September 2020 – February 2022
- Increased collaboration with diverse team by providing vital training in resolution of tickets thereby reducing bug intake by 15%, managed 20+ change / service requests and incidents to deliver within time and cost
- Upgraded around 5-7 custom tile CSS and cross navigation between tiles and wrote JavaScript scripts to build, evaluate and develop real-time UI applications and web connections, resulting in 60% higher customer satisfaction

Systems Engineer, Infosys Ltd, Pune, Maharashtra, India   January 2019 – September 2020
- Developed user engagement analytics strategy, providing first insight into how users interact with custom apps on individual's tablets and mobile, facilitated technical and bug management thereby increasing efficiency by 40%
- Documented 7-10 user documentation and scripts for technical usability design and testing, system training and engaged with team to design and implement customized user interfaces

Technical Engineer (Tutor), **Prayantna (LiveWire)** Mumbai, Maharashtra, India   October 2017 – December 2018
- Coached 50+ undergraduate students and working professionals with software's MATLAB, CADENCE, CISCO PACKET TRACER, PLC SCADA, CX-ONE that contributed towards achieving career goals and improvement
- Tutored programming languages java, MATLAB, R and concepts like machine learning and data science, thereby incorporating skills such as logical thinking, and building algorithms with concepts of both math and technology
- Completed Internal Certification from LiveWire Software training center in MATLAB programming

EDUCATIONAL PROJECTS

Healthcare management software (Capstone Project), Pace University, NY, United States   January 2024 – May 2024
- Built healthcare management software using react.js, google cloud firebase and visual studio code, optimizing operational workflows and enhancing patient care outcomes through strategic implementation
- Implemented systematic software development, experiencing SDLC phases (design, build, test) firsthand in projects, fostering comprehensive understanding and successful project outcomes
- Acquired multifaceted skills: project planning, risk management, teamwork dynamics, interpersonal skills, and technical documentation writing, enhancing proficiency and contributing to project success

Artificial Intelligence, Pace University, NY, United States   January 2024 – May 2024
- Employed heuristic programming for problem-solving; designed intelligent agents with A*, iterative deepening, genetic algorithms
- Explored machine learning techniques like neural networks, decision trees; understood constraint satisfaction problems, computer vision, language translation

Deep Learning Regression Analysis, Pace University, NY, United States   September 2023 – December 2023
- Performed exploratory data analysis such as data preprocessing, evaluation using TensorFlow and PyTorch on datasets such as Median House Prices from California and Diabetes to uncover various patterns and to find correlation among variables and improve price predictions
- Developed regression models through analysis and visualization of data using neural network-based algorithms MLP (multi-layer perceptron), linear regression (TF/Kera sequential), DNN (Deep neural network) to improve the predictions, used powerful tools such as TFGV and PyTorch

Mobile and Web Development, Pace University, NY, United States   September 2023 – December 2023
- Designed mobile application using React Native, HTML, CSS, and Bootstrap
- Implemented mobile and web application with concepts such as component stylesheets, buttons and text boxes, Touchable highlights, Image components, dimensions and flex layouts, events and states, multiple screens, mapping objects, scroll view, interface thereby building an interactive application

Parallel Computing, Pace University, NY, United States   September 2023 – December 2023
- Implemented concepts of Sequential and Parallel Computing to build a program with efficient and faster speed up using concepts such as C*

Game Programming, Unreal Engine 4, Pace University, NY, United States   January 2023 – May 2023

- Created real time applications using Unreal Engine 4 and C++, especially games to translate into workable script language
- Lead project team of 4 personnel, focused on 3D level design, motion capture and camera angles, character development, rendering and animation in 3D, polygon models, collision detection, and texturing

Algorithms and Computing Theory, Pace University, NY, United States   January 2023 – May 2023
- Applied key algorithms and data structures including recursion, arrays, linked lists, and sorting algorithms to successfully implement class projects.
- Demonstrated proficiency in problem-solving and algorithmic thinking
- Developed a modular Chess game in Python using PyGame library, incorporating the minimax algorithm with alpha-beta pruning for optimal move determination.
- Employed OOP (Object Oriented Programming) principles and standard software development practices for quality assurance

Dental Clinic Software using Java, Pace University, NY, United States   September 2022 – December 2022
- Gathered requirement analysis, software specification, designed Java Based end-to-end user-friendly web application using NetBeans Java, PHP, APACHE Tomcat Server and MySQL as RDBMS Database for dentist, admin, and receptionist to manage 4-5 functionality such as track patients' appointments, billing, gather information of patient resulted in automated process

Student Event Organization using DBMS, Pace University, NY, United States   September 2022 – December 2022
- Facilitated web application for "Student Event Organization" where admin can manage and organize events and clubs, manage registration of students for the organization with 5-7 skills as JavaScript, HTML, CSS, Bootstrap, Visual Studio Code, PHP, and MySQL (RDBMS Database) thereby automating the process for students to register for event from web page

TECHNICAL SKILLS

Programming: Python, C, C++, SQL, Java, JavaScript, HTML5, CSS3, Bootstrap, PHP, MATLAB, R, SAP Fiori, UI/UX, Linux, React Native
Developer Tools: Jupyter Notebook, Visual Studio Code, Postman, Eclipse, JDK IDE, SAP UI WebIde, Unreal Engine 4, Snack expo, Google colab
Technologies/ Framework: Agile Methodologies, Scrum, Jira, Test Automation /Unit Testing, Functional Testing, Windows OS, GitHub, UBUNTU, Software development Life Cycle (SDLC), Jenkins, GitHub Actions, Data Structures and Algorithms, Database Management Systems

AWARDS / ACHIVEMENTS

Certification, HackerRank: Problem Solving Basic, CSS, HTML, Python (Basics), SQL (Basics)   March 2023 - Present
INSPIRE (International Student Professional Readiness Education) Certification, **Pace University**   September 2022 – May 2024
Involved in Weekend Hackathon (Dataiku), **Pace University, NY**   November 2022 – November 2022
Insta Awards, Infosys Ltd, Maharashtra, India   February 2020 – July 2022