Swornim Barahi

A software engineer, enthusiastic and eager to develop solutions to real-world problems. Currently, working towards improving the campus experience of students at SUNY Plattsburgh by developing sophisticated software applications.

(609) 558-5347
swornimbarahi@gmail.com
github.com/swornimbarahi
linkedin.com/in/swornimbarahi/
swornimbarahi.com

EDUCATION

SUNY Plattsburgh, Plattsburgh — *BS in Computer Science*

August 2017 - Present (Expected May 2020)

Overall GPA: 3.85   Major GPA: 3.94

Minor: Mathematics

Awards: Academic Achievement in Computer Science 2019
                 Redcay Honors Scholarship 2018
                 Semmler Math Scholarship 2018

EXPERIENCE

Dollar Shave Club, Marina Del Rey — *Software Engineer Intern*

June 2019 - August 2019

- Built an internal tool web app for discounts and promotions using React and Redux.
- Designed the internal tool web app according to the guidelines provided by the company using Sketch.
- Collaborated with designers, project managers, and engineers to launch the Neighborhood Goods kiosk page for in-store discount codes.
- Took initiative and contributed to the migration of JavaScript and class React components files to TypeScript and functional React components.
- Reviewed and tested production-ready code with Jest, Enzyme, and React-test-renderer.

Coding Hub, Plattsburgh — *Full Stack Developer / Tech Lead*

January 2019 - Present

- Led a team of 4 engineers to develop responsive web apps for students using React, Redux, Express, Flask, and Google Cloud Platform.
- Developed an internal tool web app for a school shuttle tracking mobile application to deliver notifications and check the Shuttle's History.
- Established coding standards and standardized workflow to make projects maintainable and ease the onboarding process.
- Conducted bi-weekly stand-up meetings to provide transparency and distribute workload among teams.
- Created a reusable React Component Library and deployed it to node package manager to make websites for other clubs on campus.

Real-Time Solutions, Nepal — *Quality Assurance Eng. Intern*

November 2016 - May 2017

- Worked closely with Android Developers to identify and document bugs in embedded systems and Android applications.
- Designed, wrote tests for Android applications paired to use with embedded system hardware.
- Worked with network engineers to improve the system performance of paired embedded system hardware and mobile applications.

LANGUAGES

JavaScript, TypeScript, Python3, Java, MySQL, C / C++, HTML5, CSS3

SKILLS

Git, Github, React, Redux, Express, Node.js, Django, Flask, Google Cloud Platform, Jupyter, Object-Oriented Design, Agile Methodologies, CI/CD, Web Development

TOP PROJECTS

GamerNOW – *TL & Full Stack Engineer*

- Led a team of 4 engineers to build a responsive web application for Overwatch with a fantasy league, forums, and coaching.
- Integrated Overwatch League API to fetch player and match data.
- Used Firebase Auth to authenticate users, Firestore to manage player data, and Cloud Functions to compute player scores for the fantasy league.
- Used React and Redux to build a robust website and reduce the number of calls to the backend.

Tutoring Hub – *Full Stack Engineer*

- Used React, Express, and MongoDB to build a tutor rating web app for the school's learning center.
- Integrated Redux for state management and Jest and Enzyme for testing.

OneSpot – *Frontend Engineer*

- Used React, Redux, and Apollo to build a web app that helps users keep track of their job applications.
- Utilized React Hooks and Context API to manage states and handle lifecycle events.
- Integrated CI/CD, testing, and linting to standardize workflow.