

ANKITA TANK - Chicago, IL

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GitHub <https://github.com/tankankita>

Portfolio <https://tankankita.github.io/tanknology/>



Education

Augmented and Virtual Reality Development Bootcamp at XRTerra

Sept 2021

Bachelor of Science in Computer Science at the University of Illinois at Chicago

May 2018

Skills

AR/VR Development, Unity, C#, Android, Java, Swift, iOS, Vue.js, JavaScript, C++, SQL

Experience

Morningstar

Senior Software Engineer

Sept 2018 - Current

- Held AR/VR development workshops for current Morningstar employees on how to develop in Oculus Quest2 and expand product offerings through new technology for financial services.
- Morningstar and empowered women through multiple teaching sessions and lead events including Grace Hopper Conference 2021.
- Built and supported development for Morningstar's Research platform by developing microservices hosting in AWS to store data leveraged in the UI for the product. Developed API's using AWS lambda for faster data retrieval for research.morningstar.com
- Built data independent Vue components in the storybook for rapid development and maintained Morningstar design standard practices to develop Morningstar Research Products.
- Contributed to boosting the development process by 40% and consolidating 5 tightly integrated applications to a single application allowing scalability and increasing overall app performance.

Chicago Transit Authority (CTA)

Android Development Intern

Jan 2018 - Aug 2018

- Developed a background service to monitor CTA's network connectivity to lay a groundwork for future deployment of tablets to CTA Bus Service Management.
- Developed CTA's Santa Printer Application by integrating critical permissions, Camera2 API, and customizable bitmaps allowing riders traveling on special event transits to print polaroids.

Service Bulletin Webform Implementation Intern

Oct 2017- Dec 2017

- Developed testable algorithms to generate optimized detour reroutes of CTA buses and stored reroute data in the database for reference and reusability.
- Increased platform traffic by 30% using best web design practices based on user feedback.

Projects

Live Safe with VR (VR + AR Industry group project)

Sept 2021

- Leveraged existing LiveSafe application functionality to create a reporting system for suspicious activities..
- Scripted a training module as a user experience to improve their response to natural or man-made disasters.

Bean Bag Toss (AR + VR using Unity)

July 2021

- Introduced scripts for the bean bag to detect the difference between it hitting the board and going through the hole using box colliders events in order to track game score.
- Handled game's score, reset, pause and resume state as a GameController using C# Scripts.

Haunted Jaunt (VR using Unity)

July 2021

- Added a minimap of the ongoing scene using Cinemachine Camera for the player to escape from patrol ghosts and spot gargoyle enemies.
- Used Nav-mesh to lay an AI path in the scene for patrol ghosts to follow the main character if he is spotted.

Block Shooter (VR using Unity)

June 2021

- Developed a First Person Shooter game that sets the active state of animated cubes in the arena on collision detection on any prefab cube in the arena.
- Handled game's score reset, pause and resume state as a GameController using C# Scripts with OOP practices.