Tanmay Sarin

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EDUCATION

UNIVERSITY OF IL AT CHICAGO
BS in Computer Science
Expected Graduation May 2021
College of Engineering
Honor's College
Dean's Honor's List

TRITON COLLEGE
Assoc in Computer Science
Aug 2017 - June 2019
College of Engineering
Honor's Program
Dean's Honor's List

LINKS

Github:// /Github/tanmaysarin
LinkedIn:// /LinkedIn/tanmay-sarin
LeetCode:// /LeetCode/tanmaysarin
GeeksForGeeks:// /GFG/tanmaysarin

COURSEWORK

UNDERGRADUATE
Machine Learning
Artificial Intelligence
Data Science
Data Structures
Algorithms
Software Design
Software Engineering
Operating Systems
Database Management Systems

SKILLS

PROGRAMMING
Python • C++ • Java • SQL • Django
Artificial Intelligence • Machine Learning
SCRUM • JIRA • Agile Methodologies
OpenCV • Android • JavaScript
HTML5 • CSS • Git • Numpy • Sklearn

EXTRACURRICULAR
ACM member
Avid Chess Player
Effective analytical skills
Strong leadership abilities

CERTIFICATIONS

- Machine Learning, via Udemy
- Python Boot-camp, via Udemy
- Nanodegree in Android Basics, by Google

EXPERIENCE

CADENCE DESIGN SYSTEMS | Software Engineer Trainee
June 2020 - October 2020

- Worked on file space reduction of the log files of the company product and was able to achieve a good compression percentage, and reduced file size by more than 98 percent.
- Developed an SQLite wrapper for C++ and designed a database schema from scratch for data management of the log file details. This feature was adopted in the product and was released in the latest release.

PERSONALIZATION HOUSE | Computer Analyst
April 2019 - July 2019 | Chicago, IL

- Involved in the Software Development Life Cycle of the website, designed information systems solutions to operate more efficiently and effectively.
- Developed e-commerce website, added various products to the site, set up contact forms, created visual aids, managed social media presence using Photoshop, WordPress, PHP and CSS, etc.

RESEARCH

MATHEMATICAL AND COMPUTING LAB | Research Assistant
Sep 2019 – Dec 2019 | UIC
Used neural networks to explore winning strategies for playing 6nimmt! Implemented various strategies using preexisting software to host virtual tournaments of 10,000s of games to study the success on these strategies in different environments. The result, a specific algorithm provided the best result when 4-5 people played the game.

PROJECTS

MACHINE LEARNING MODELS | Personal Project, 2021 | link
Developed many machine learning models using real world data-sets, including Regression models, SVR, SVM, Decision Tree Classification, Clustering, Sampling, Natural Language Processing, Neural Networks, etc.

PACMAN MAZE SOLVER | Class Project, 2020 | link
Developed a pacman maze solver using reinforcement learning using python. The project also includes several complex Artificial Intelligence algorithms, which were used to solve simple grid problems.

PREDICTION MODEL | Personal Project, 2020 | link
Developed a machine learning data science model to compare the measures and successes of various countries in tackling the situation of covid-19. The project produces linear regression models of covid-19 data for various countries and US states.

CS JOB DATABASE | Class Project, 2020 | link
Created a database using Java, Tomcat and MySOL. It is aimed to provide a better way to keep track on the progress of the ongoing application submissions, all this along with increased power to perform powerful and meaningful queries to get relevant information.

BASIC CHATBOT | Personal Project, 2020 | link
Developed a chatbot in Python3 using TensorFlow, Natural Language Toolkit, etc. which uses artificial intelligence to give responses to the user based on the inputs (question asked) on the command line.