TANVIE K. KIRANE

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EDUCATION

University at Buffalo, The State University of New York — May 2022
Bachelor of Science, Computer Science & Mathematics Minor — GPA: 3.7

- University Honors, Dean's List, GHC'20 Student Scholar, Gina Bronkie Hammond CSE Scholar
- Relevant coursework: Data Structures & Algorithms, Distributed Systems, Computer Organization, Digital Systems, Real-time & Embedded Systems, Microprocessors, Systems Programming

TECHNICAL SKILLS

- Languages: Proficient in Python, Scala, Rust, Go, HTML, CSS, Java, JavaScript, Verilog, MySQL, C++
- Libraries/ Tools: Matplotlib, Pygal, Tableau, Folium, Pandas, MS Office (Word, Excel, PowerPoint)
- Hands-on experience in AWS & Azure cloud solutions. Certified AWS Cloud Practitioner

EXPERIENCE

Software engineering intern, Stark & Wayne LLC — *(Fall 2021)*

- Implemented enhancements to an open-source codebase used to support modern cloud-native platforms
- Documented and released notes, wrote a blog post, demonstrated functionality of code developed during weekly standups, and presented completed features to the organization

Software engineering intern, Rocketansky Inc. — *(Summer 2021)*

- Coordinated with a team of 5 developers to engineer scalable, reliable, and resilient software built in Python, HTML, CSS and JavaScript, deployed in AWS and successfully published code into production.
- Implemented & automated solutions in AWS using services like CloudFormation, CloudFront, CloudPipeline, CloudWatch, DynamoDB, S3

Undergraduate Research Assistant — *(Spring 2020, Winter & Spring 2021)*

- Collaborated with PhD students on developing Decision, Risk and Big Data Analytics projects
- Experienced in Python3 and various libraries like Matplotlib, Pygal, Tableau, Folium, Pandas, etc

Undergraduate Teaching Assistant — *(Fall 2019 - current)*

Courses: Math & Quantitative Reasoning, Introduction to CSE II, Real-time & Embedded Systems, Microprocessors

- Conducted labs, grading, hosting office hours, taking student interviews, observing performance of students and scheduling 1-on-1 meeting with ones needing extra help
- Developed two new programming assignments

ENGINEERING PROJECTS

Social distancing system — *(Fall 2020)*

- Built modern application in C++ ensuring safety of the user, meeting all requirements set by client
- Incorporated Nucleo L4R5ZI, ultrasonic transducer, audio transducer, and a buzzer into design

Contactless Ordering App — *(Summer 2020)*

- Collaborated with team to design, develop, test and refine deliverables set by *GustForward*
- Implemented scanning a QR code and allows user-friendly platform in Python and ReactNative

Traffic signal sensor design — *(Spring 2020)*

- Consolidated results into a project documentation with diagrams, excitation equations and verified the results using TestBench in Verilog code, on the basis of requirements from a client
- Estimated an 80% reduction in accidents, taking into account real-time weather changes

Real time MMO game: Pixel Wars — *(Spring 2019)*

- Created a real-time MMO in HTML, Scala, JavaScript and MySQL having desktop and web-browser compatibility with a steady sync

LEADERSHIP EXPERIENCE AND ACTIVITIES

Co-founder and Director of DivTech (Diversity in Tech club) — *(Fall 2019 - current)*

- Co-founded and rebranded a club that embraces diversity and inclusion in Tech, motivating a diverse community and creating awareness about opportunities, conferences and scholarships
- Accelerated memberships by 31% within 2 months of rebranding (prev Scientista)
- Designed our website: ubdivtech.github.io

Goldman Sachs Insight Series and AT&T Summer Learning Academy Extern — *(Summer 2021)*