

# TANVI NABAR

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## OBJECTIVE

To seek a **full time** position at a reputed organization that will enable me to apply and hone my software design and development skills in a professional environment.

## SUMMARY

**Master's Student in Computer science** - to graduate in May 2013

Primarily a **JAVA Programmer** with experience in **Android** and **iPhone** Application Development

## EDUCATIONAL QUALIFICATIONS

**Master's Degree in Computer Science - New York University (May 2013)** 3.61/4.0

Fundamental Algorithms, Programming Languages, Advanced Database Systems, Operating Systems, Compiler Construction, Data Communication and Networks, Production Quality Software, Open Source Tools

**Bachelor's Degree in Computer Engineering - University of Mumbai Completed: August 2011** 3.6/4.0

## TECHNICAL SKILLS

<b>Programming Languages</b>	JAVA, C++, Objective C, C (Working Knowledge)
<b>Scripting Languages</b>	Python, JavaScript, Shell, PHP (Working Knowledge)
<b>Others</b>	SQL, HTML/CSS, XML, ASP.NET, J2ME, CGI, Jinja
<b>Platforms</b>	Windows (Proficient), Mac OSX (Proficient), Linux

## INTERSHIPS

**Mobile Development Intern – Appfirst Inc.** Responsible for updating AppFirst's mobile application with their new public API on the Android and iOS platform.  
*May 2012 – Present*

**Project Intern – Xoriant Solutions Pvt. Ltd.** Built a Navigational Application for Android Phones.  
*August 2010 – April 2011* Utilized Eclipse IDE, Interfaced with the YQL (Yahoo Query Language) Database.

## ACADEMIC PROJECTS

**Lexical Analyzer, Syntax Analyzer, Semantic Analyzer and Intermediate Code Generator in a Compiler for a Pascal-like Language - Compiler Construction** Used Flex, Bison along with auxiliary functions written in C and C++ to implement the different phases of a Compiler for a Pascal-like Language.

**Simulation of Scheduling Algorithms and Two-Pass Linker - Operating Systems** Created JAVA Programs to simulate scheduling algorithms and request patterns, and to simulate a Two-Pass Linker, along with an Error Handling Mechanism

**Connect Four Game - Production Quality Software** Created the Connect Four game using Swing GUI, Design Patterns (Observer, Builder, Factory, and Singleton) and Unit tests

**Replicated Concurrency Control and Recovery Simulation - Advanced Database Systems** Created a JAVA Program that implemented Distributed Concurrency Control, Commit and Recovery Algorithms with Replication.

**SurveyanceKit - Open Source Tools** Creating an online survey tool using Python 2.7 along with Google app engine's data store. Templates rendered using HTML with Jinja.

**Survey Tool – Open Source Tools** Created a Web-based interface to allow voting on surveys, and to present voting statistics using Python and CGI along with calls to a shell script

## EXTRACURRICULAR ACTIVITIES

**ISAAC** – Inter-collegiate Technical Festival held by IEEE

**Event Supervisor – 2010** Managed a team of 6 Event Heads in successfully organizing the preliminary and final rounds of two technical events.

**Event Head – 2009** Successfully organized a technical event including enrolling the participants from different colleges and monitoring the actual event.