

Tanya Sonker

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EDUCATION

Santa Clara University

Bachelor of Science in Computer Science

Santa Clara, CA

Expected June 2020

SKILLS

Languages: C++, SuperCollider, HTML, CSS, JavaScript, Golang, Node.js, Java, C, Python, Scala, LaTeX, SQL

Frameworks: Git, Docker, MongoDB, Kubernetes

WORK EXPERIENCE

The Fabric

Sunnyvale, CA

Software Engineer Intern

June 2019 – Aug 2019

- Rebuilt open-source project [Sock Shop](#), a microservices demo web application, for a container security startup in stealth mode backed by The Fabric (currently being used as a [demo](#) e-commerce website to clients).
- Redesigned UI elements and developed the front-end of the revamped demo using HTML, CSS, JavaScript, and MongoDB.
- Improved the demo by designing and implementing text receipt functionality using the Twilio API, Node.js, and Golang.
- Debugged to eliminate 15 critical security vulnerabilities in package dependencies.
- Added support for SQL injection vulnerability.
- Built and maintained codebase on GitHub; Distributed container images on Docker Hub.

Santa Clara University

Santa Clara, CA

Computer Science Teaching Assistant

Jan 2018 – Present

- Recruited as a Teaching Assistant, a position not open to applications, by [Dr. Natalie Linnell](#).
- Teach fundamental programming concepts and help debug about 15 students' C++ code every lab session.
- Weekly meet with and aid Dr. Linnell and another TA with CSCI 60 [Object Oriented Programming] and CSCI 10 [Introduction to C++] labs.

Santa Clara Laptop Orchestra

Santa Clara, CA

Computer Musician, Part-Time Intern, Teaching Assistant

Jan 2018 – Present

- Code synth definitions and experiment with as well as live code algorithmic compositions in SuperCollider to perform electronic music pieces for school's Laptop Orchestra [[SCLOrk](#)]
- 1 of 4 students chosen to be in [Dr. Bruno Ruviano](#)'s pilot program to extend SCLOrk's performance from one quarter on-campus to the entire academic year and off-campus.
- Recruited out of ensemble as a Teaching Assistant for SCLOrk by Dr. Bruno Ruviano for winter quarter 2020.
- Building a Graphical User Interface ([GUI](#)) in SuperCollider and C++ to enable mirror functionality for QuNeo.
- Designing and developing an official [website](#) for SCLOrk in HTML, CSS, and JavaScript.

PROJECTS

R F Kennedy Elementary School

San Jose, CA

Sound Design Workshop Creator

Feb 2019

- Developed and conducted a workshop on Granular Sampling with 24 of R F Kennedy Elementary's 5th and 6th graders.
- Created the [code](#) for each sample which included creating a synth definition to load audio samples and Pbinds to define parameters to control aspects of samples like playback rate, duration, etc.
- Developed workshop to adapt to restraints introduced by a lower socio-economic environment such as a lack of computer literacy, loudspeakers, headphones, and strong internet connection.

AWARDS

Awarded the competitive student scholarship (full-ride) to attend the [Grace Hopper Celebration](#) 2019.