Tasnim Khandakar

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objective

I am an engineer and a learner interested in AI, data engineering, and journalism. I am passionate about enhancing my skills in a world driven by technology and information and contributing to a collaborative environment.

education

University of California, Berkeley, Class of 2019
B.A. Cognitive Science
Select coursework: Data Structures, Computer Architecture, Discrete Math & Probabilty Theory, Multivariable Calculus., Adv. Linear Algebra, Computer Security, AI, Efficient Algorithms, Database Systems, Data Science, Machine Learning, Internet Arch. & Protocols, Data Visualization, Random Probability & Processes

work

Docker, Inc.
Software Engineer, *June 2019 - present*
• Backend engineer for Docker Trusted Registry, used test automation software to automate over 80% of manual tests with Ginkgo to create monthly shippable builds and patch releases faster.
• Debugged continuous integration errors on Jenkins, and used multi-node Docker clusters to maintain registry and assure cloud agnostic performance.
• Enhanced local testing framework by ensuring Docker clusters can be generated and ran in parallel on MacOS, using scripting languages and Python.

UC Berkeley: Division of Student Affairs
Web Assistant, *June 2018 - April 2019*
• Performed & automated website maintenance auditing, reporting, and analysis, using Google Analytics and generated reports and site maps for the team.
• Assisted with website documentation, and site performance reviews, such as accessibility, usability, and UX.

International Computer Science Institute
Research Assistant, *March 2018 - May 2018*
• Helped with qualitative analysis tasks for experimental and user security such as data coding, themes grouping, and data coding for large data sets.

projects

Transport, November 2018
Implemented a socket that implements a subset of TCP (and other core parts of the protocol) that supports ACK, SYN, & FIN control bits. The socket uses a user space implementation written in Python.

Convolutional Neural Networks & Performance Programming, April 2017
Used convolutional neural nets to identify pictures of cats from hundreds of different inputs. Increased performance by 4x via SIMD instructions, parallel programming, and thread-level parallelism.

Ataxx, November 2016
Built a game called Ataxx that used various data structures and high levels of data abstraction to create AI that wins in 5 moves using minimax algorithm and game trees. Worked with graphs, linked lists, various trees, heaps, queues, and stacks to create virtual multiplayer game.

skills

Languages: Python, C, Java, Go
Frameworks: jQuery, Ruby on Rails, Ginkgo, Postgres