Tasnim Khandakar

tasnimk@berkeley.edu | tsxnm.github.io | San Francisco Bay Area

objective

I am an engineer, designer, and above all, a learner interested in HCI, artificial intelligence, and fullstack engineering and hope to utilize my interests to benefit others, develop my own skills, and be apart of the bigger picture.

education

University of California, Berkeley, Class of 2019

Major: Cognitive Science | Minor: Computer Science, Journalism

Select coursework: Data Structures, Computer Architecture, Discrete Math & Probabilty Theory, Multivariable Calculus, Adv. Linear Algebra, Computer Security, AI, Efficient Algorithms, Database Systems, Internet Arch. & Protocols, Random Probability & Processes, Data Visualization, Machine Learning*, Principles of Data Science* *in progress

work

UC Berkeley: Division of Student Affairs, June 2018 - present

Web Assistant

- Build client's websites using various content management systems.
- Perform website maintenance auditing, reporting, and analysis, using Google Analytics and generating reports for the team.
- Assist with website documentation, and site performance reviews, such as accessibility, usability, and UX.

International Computer Science Institute, March 2018 - May 2018

Research Assistant

- Helped with qualitative analysis tasks for experimental and user security such as data coding, themes grouping, and data coding for large data sets.
- Provided strong attention to detail, worked in a team setting, and delivered large tasks in a timely manner.

Campus Shared Services, June 2017 – Dec 2017

Research Administration Student Assistant

- Balanced and analyzed financial journals to transfer grant and awards to and from various funds.
- Managed payroll expense transfers and uploaded budgets using Berkeley Financial Software and Berkeley Administrative Initiative Reporting System.

projects

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.

Scheme Interpreter, April 2016

Built an interpreter that parsed and evaluated a subset of the scheme language as well as execute small functions in Scheme. Programmed and learned about the byproducts of a complier and interpreter.

skills

Languages: Python, C, Java, HTML/CSS, Javascript, Go

Frameworks: jQuery, Ruby on Rails, Git, Adobe Creative Suite, Tableau, Stata