Tasnim Khandakar

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objective

I am an engineer, designer, and above all, a learner interested in HCI, artificial intelligence, and UI/UX design 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
B.A. Cognitive Science, Computer Science Minor

Select coursework: Data Structures, Computer Architecture, Discrete Math & Probabilty Theory, Multivariable Calculus, Advanced Linear Algebra, Computer Security, AI, Efficient Algorithms, Database Systems

work

International Computer Science Institute, March 2018 - May 2018
Research Assistant

- Helped with qualitative analysis for experimental and user security.
- Performed various qualitative analysis tasks such as data coding, themes grouping, and data coding for large data sets.
- Provided strong attention to detail and worked in a team setting of data coders to deliver 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.

Computer Science Mentors, August 2016 - December 2016
Junior Mentor

- Developed study guides & lesson plans for introductory CS course
- Held review sessions for midterms and attended weekly meetings to discuss creative ways of teaching OOP, data abstraction, recursion, and other introductory computer science topics.

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
Frameworks: jQuery, Ruby on Rails, Git, Adobe Illustrator & XD