TASNIM KHANDAKAR

SOFTWARE ENGINEER **TASNXM@GMAIL.COM** **SF BAY AREA** **TSXNM.GITHUB.IO**

WORK EXPERIENCE

Fieldwire, July 2021 - Present
Software Engineer

- Developed new project management features and key API endpoints using Ruby on Rails, including writing database migrations, legacy code, integration tests, and code refactoring.
- Proposed technical RFCs and backend design documents for large scale user impacting feature projects, code remodeling, and practical developer testing. Later deployed those changes to production attaining high user satisfaction.
- Oversaw deployments to staging web application as release manager on rotation, investigating any security breaches, flaky tests, and UI bugs using AWS and CircleCI automation.
- Conducted scrum retrospectives, standups, and presented sprint accomplishments in an agile working space. Facilitated work hackathons and RFC design meetings for engineering organization.

Docker, June 2019 - May 2020
Software Engineer

- Built features for the Docker Trusted Registry, and used Jenkins and Cypress 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.

PROJECTS

PokerBot, December 2022
Using the Slack API and Bolt SDK for Python, built a functioning Slack bot to help with story estimation during backlog grooming sessions during a work hackathon. Given story and player names, PokerBot collects votes and displays them with quick views of popular votes.

Transport, November 2018
Implemented a socket that implements a subset of TCP that supports ACK, SYN, & FIN control bits. The socket uses a user space implementation written in Python.

Convolutional Neural Networks, 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.

OBJECTIVE

I am a software engineer with 3 years of professional experience, working in mid-sized startups. I am passionate about enhancing my skills in world driven by technology and information and contributing to a collaborative and agile environment.

EDUCATION

UC Berkeley, 2019
BA Computer Science
BA Cognitive Science

Relevant Coursework
Data Structures, Computer Architecture, Discrete Math & Probability 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

SKILLS

Languages
Golang, Python, Java, Ruby, C

Frameworks
Ruby on Rails, CircleCI, Jenkins, Cypress, Postman, Flask, AWS Cloud, Docker

VOLUNTEER WORK

They See Blue, Aug 2020
Software Engineer
Improved a name screening tool in Python to extract voter rolls information for election voting encouragement.