Tuneer Roy

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EDUCATION

University of Pennsylvania   Philadelphia, PA
Bachelor of Science in Engineering, Computer Science; GPA: 4.0/4.0   *Expected May 2024*

Coursework: Programming Languages and Techniques I & II; Automata, Computability, and Complexity; Introduction to Computer Systems; Artificial Intelligence; Multivariable Calculus; Linear Algebra

Montgomery Bell Academy   Nashville, TN
High School Diploma; GPA: weighted – 5.21/5.25, unweighted – 4.0/4.0   *May 2021*

Honors & Achievements: National Merit Scholar; US Presidential Scholar Candidate; Eagle Scout; Team Captain of Robotics Team & Mock Trial Team; President of CS Club, NHD Club, & MUN/YIG

WORK EXPERIENCE

Martian   Virtual
Full-Stack Developer   *October 2022 – Present*
- Implement new features in user interface using React and backend using Express and MongoDB
- Refactor system to match LTI specifications and enable other EdTech tools to use Martian

University of Pennsylvania   Philadelphia, PA
Teaching Assistant   *September 2022 – Present*
- *Fall 2022: Automata, Computability, and Complexity* (140+ students)
- Hold office hours, grade assignments, lead review sessions, proctor exams

University of Pennsylvania   Philadelphia, PA
Research Assistant   *May 2022 – August 2022*
- Developed dashboard to help research team track smart contracts on Ethereum blockchain using React, Express, MongoDB, TypeScript, and BigQuery
- Automated fuzzing programs to expedite team's analysis of smart contracts by over 75%

Steppingstone Scholars, Inc.   Philadelphia, PA
Instructor   *October 2021 – May 2022*
- Planned lesson plans and prepared students for Java-based AP Computer Science A exam
- Taught data structures, sorting algorithms, and object-oriented program design to 10+ students biweekly

OTHER PROJECTS

Penn Labs | Penn Mobile   *February 2022 – Present*
- Write RESTful API with Django for Penn Mobile application with over 8000 monthly users

Whitespace Compiler   *November 2022 – Present*
- Work on compiling esoteric language Whitespace to x86 Assembly using Haskell

Minesweeper   *October 2022*
- Built popular 1989 puzzle game using C++ with added feature of saving/loading past games

Perspecio   *May 2020 – July 2020*
- Created single-person endless-runner game in C# using Unity game engine
- Added leaderboard system using scripts written in PHP and MySQL

TECHNICAL SKILLS

Python, Java, TypeScript, C, C++, C#, Git, MySQL, MongoDB, Django, Flask, React, Agile, Docker, Haskell