

# Tuneer Roy

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## EDUCATION

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### 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

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## WORK EXPERIENCE

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### 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 the 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*

- Developed lesson plans and prepared students for the Java-based AP Computer Science A exam
- Taught data structures, sorting algorithms, and object-oriented program design to 10+ students biweekly

### Vanderbilt University

Nashville, TN

*Research Assistant*

*June 2019 – August 2019*

- Identified potential technical solutions to the Adverse Childhood Experiences issue
- Produced a website in PHP and SQL that implemented Vanderbilt's Pediatrics ACEs Algorithm and automated responses to parents to improve their child disciplining techniques

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## OTHER PROJECTS

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### Penn Labs | [Penn Mobile](#)

*February 2022 – Present*

- Developing the Django REST backend for the Penn Mobile application with over 8000 monthly users
- Implementing features such as external push notifications sent by other Penn Labs applications

### Perspecio

*May 2020 – July 2020*

- Created a single-person endless-runner game in C# using the Unity game engine
- Coded an HTML, CSS, and JavaScript website to hold a WebGL version of the game
- Built a leaderboard system using scripts written in PHP and SQL

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## TECHNICAL SKILLS

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Python, Java, TypeScript, C++, Git, MySQL, MongoDB, HTML/CSS, Django, Flask, React, Agile, Docker, Haskell