VARSHA ALANGAR

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San Francisco Bay Area

Visualization developer with over 2 year's professional experience working in a fast-paced, agile environment, focusing on designing and implementing dashboard solutions for geographic and relational data.

EDUCATION

MS in Computing (Graphics and Visualization) **CGPA: 3.8 / 4.0** **Spring 2017**
The University of Utah – School of Computing, Salt Lake City, UT, USA

B.E. in Computer Science and Engineering **CGPA: 8.88 / 10.0, Rank: 15 / 8069** **Summer 2014**
Anna University, Chennai, Tamil Nadu, India

CORE SKILLS

- JavaScript - Vue.js Framework, D3.js, JQuery, Node.js, JSON
- MVC programming structure
- Python
- OpenGL, C++
- GIT version control
- PostgreSQL
- JIRA task tracking
- Confluence
- Tableau
- Visual Studio Code, Sublime
- Microsoft Visio
- Adobe Photoshop

WORK EXPERIENCE

Data and Policy Analyst II – Data Visualization — Summer 2016 – Present

Acumen LLC, Burlingame, CA

- Lead front-end developer building dashboard solutions using ***JS*** and ***D3.js*** in a ***Vue.js*** framework and stress testing the tools for cross-browser compatibility before deployment.
- Deployed a series of 3 well received, client specific, standalone visualization tools to explore health care fraud data.
- Optimized project development time by creating reusable, interactive ***D3.js*** modules focusing on geographic visualizations, command-line cartography, force-directed graphs and tables.
- Improved team efficiency by setting CSS style guides, coding and documentation conventions after researching and testing JS libraries and frameworks.
- Supervised new members through team standards in code refactoring stages; oversaw and managed *JIRA* sprint tasks.

Software Engineering Intern — Summer 2015

Elsevier (Amirsys Inc), Salt Lake City, UT

- Programmed a search engine (using SOLR) to look for existing book illustrations stored in a ***PostgreSQL*** database.
- Gained experience in agile development process, importance of testing, and pushing code into production.

Graduate Teaching Assistant — Fall 2014 – Spring 2015

University of Utah, Salt Lake City, UT

- Conducted lab sessions, held office hours and evaluated over 60 students in the Foundations for CS course.

ACADEMIC PROJECTS

Interactive Computer Graphics — Spring 2017

- Produced 3D graphics with complex ***OpenGL*** and GLSL shader algorithms like transformations and texture maps.
- Implemented and presented a comparative study of 4 Non-Photorealistic Rendering Approaches.

Caleydo Entourage — Fall 2015

- Created aesthetically pleasing ***D3.js*** visualizations for efficient multi-pathway analysis of the KEGG database.
- Extracted, represented and dynamically updated selected paths from experimental data shown as a network.

High Accuracy Question Answering System — Fall 2015

- Secured 3rd position for the highest accuracy QA system among 40 others; generating responses to queries from articles using NLTK Toolkit and Rule-based techniques for Natural Language Processing in ***Python***.

Social Media Mining — Spring 2015

- Worked on the IMDb dataset, extracted the relationship between movie ratings and its success, and visualized the results using Tableau.

PUBLICATION

Alangar, V., Swaminathan, A. (2013) "*Regulated Distance Algorithm in Large Networks for Graph Partitioning*", International Journal of Engineering Research and Technology, Vol. 2 (09), 2013, ISSN 2278 – 0181