# Varsha Alangar

San Francisco Bay Area
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Experienced Front-End Visualization Developer with demonstrated history of designing and implementing exploratory applications for large health care datasets.

## EXPERIENCE

**Data & Policy Analyst III – Data Visualization** JUNE 2016 - PRESENT

*Acumen, LLC – Burlingame, CA*

- JavaScript developer with end-to-end project responsibility; deploying a series of 3 well received, client specific, interactive visualization tools to explore health care fraud data.
- Created mockups from brainstorming sessions and developed functional tools from the designs with proper documentation.
- Optimized project development time by creating reusable, interactive D3.js modules.
- Actively participated in testing tools for cross-browser compatibility and debugged issues for patch releases.
- Supervised new members through team standards in code refactoring stages; oversaw and managed JIRA sprint tasks.

**Software Engineering Intern** MAY 2015 - AUG 2015

*Elsevier, 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** AUG 2014 - MAY 2016

*University of Utah, Salt Lake City, UT*

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

## SKILLS

JavaScript, HTML, CSS
JSON
D3.js, JQuery
Node.js
Vue.js
Python, OpenGL
PostgreSQL
Tableau, Adobe Photoshop
Git version control
JIRA project tracker
Microsoft Visio, Moqups
VS Code, Sublime IDE
Confluence documentation
Agile development
Web development
Project presentation

## EDUCATION

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

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

## ACADEMIC PROJECTS

**Interactive Computer Graphics** MAY 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** MAY 2017
- 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** DEC 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.

## 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