Varsha Alangar

San Francisco Bay Area
https://www.linkedin.com/in/varshaalangar
https://valangar.github.io/

(385) 528-4455
varsha.alangar@gmail.com

Front-End Visualization Developer with over 2 years of industry experience, Graduate in Computing

EXPERIENCE

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

Acumen, LLC – Burlingame, CA

- Founding member of the Data Analysis and Visualization Group at Acumen, LLC.
- Designed and engineered standalone, single-page, interactive visualization applications for investigations in health care fraud.
- Expanded the team's internal library by creating reusable network and geospatial D3.js modules.
- Developed UI components and integrated visualization modules into a large-scale, web-based investigation portal.
- Improved team efficiency by setting CSS style guides, coding and documentation conventions.
- 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.

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, Flexbox
D3.js, SVG
JSON, TopoJSON
Vue.js, MVC framework
Webpack
Node.js, JQuery
Python, OpenGL
PostgreSQL
Git version control
JIRA project tracker
Microsoft Visio, Moqups
Tableau, Adobe Photoshop
VS Code, Sublime IDE
Confluence documentation
Agile 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 DEC 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 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