Varsha Alangar

Front-End Visualization Developer with over 2 years of professional experience designing and implementing exploratory visualization applications to uncover patterns and correlations in large datasets.

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

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EXPERIENCE

Data & Policy Analyst III - Data Visualization

JUNE 2016 - PRESENT

Acumen, LLC - Burlingame, CA

- 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.
- Optimized project development time by creating reusable, interactive D3.js modules.
- 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.
- 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, Mogups

VS Code, Sublime IDE

Confluence documentation

Agile development

Project presentation

CGPA: 3.8 / 4.0

EDUCATION

MS in Computing (Graphics and Visualization)

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

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