

# Utsha Paul

Utsha.paul@stonybrook.edu | <https://utshapaul.netlify.app> | <https://github.com/wazerbw22> | 929-393-9897

## EDUCATION

- Stony Brook University** Stony Brook, New York  
*Bachelor of Computer Science* Aug 2021 - May 2025  
*Courses:* System Fundamentals, Data Structures, Analysis Of Algorithms, Theory of Computation, Finite Mathematical Structures, Fundamentals of Software Development, Programming Abstractions, Natural Language Processing

## SKILLS SUMMARY

- **Platforms/Frameworks:** Linux, React Native, Flutter, Node.js, Express.js, .NET
- **Languages:** Python, Java, C, Typescript, SQL, Dart, Go Programming, Javascript, GraphQL
- **Areas:** Full Stack Development, Machine Learning, Agile Software Development, MERN Application

## EXPERIENCE

- Software Engineering Intern** Charlotte, NC  
*RVO Health* June 2024 - Aug 2024
  - Resolved 11 frontend issues, significantly improving Healthgrades' performance. Spearheaded development of a new group-practice page using React, .NET, and Java, improving user access to practice information and streamlining backend data organization.
  - Participated in daily team meetings to gain insights into various team projects and progress. Hosted stakeholder meetings to gather input from multiple teams, facilitating effective collaboration and project alignment.
- Data Structures and Algorithms Teaching Assistant** Stony Brook, NY  
*Stony Brook University* Jan 2023 - May 2023
  - Assisted 30+ students with debugging code, and strengthened understanding of time complexity and data structure concepts
  - Facilitated 2-3 review sessions for 100+ students with a group of teaching assistants to prepare students for Data Structures and Algorithms examinations
- Software Developer and UI/UX Designer** Remote  
*Bioengineering Education, Application and Research - VIP Research Team* Jan 2022 - May 2023
  - Utilized Figma to refine and enhance a prototype, employing user-centered design principles to create an improved and visually appealing user experience.
  - Constructed an accessible web application, using Flutter and Dart, that executes user data from a Fitbit device to help hospitals document patient data, as well as continuous deployment of the application
- Webmaster** Stony Brook, NY  
*WiCS : Women in Computer Science* Feb 2022 - Aug 2022
  - Developed WiCS's website with HTML and JavaScript, featuring a user-friendly design and an interactive gallery for showcasing events and resources.
- Event Committee Chair** May 2023 - Current
  - Successfully orchestrated and managed over 50+ impactful events focused on promoting women in computer science, fostering inclusivity, and creating a supportive community for female professionals in the field.
- Full Stack Developer Intern** Remote  
*Workopti* Jul 2022 - Aug 2022
  - Integrated Passport Strategy for authentication, seamlessly linking platforms like Slack, Jira, and Discord, reducing collaboration costs by 45 percent for a progressive startup centralizing technology platforms.
  - Remodeled the integration process to connect user deadlines and team projects, from external applications to Workopti, thereby streamlining individual workflows and enhancing organizational efficiency.
- Curriculum Web Developer Intern** Remote  
*CodeCademy* Jul 2021 - Aug 2021
  - Developed and published a Go Programming language module consisting of 55+ exercises, a project, and quizzes on arrays and maps
  - Worked on over 150+ hours of Curriculum development work through regex while utilizing Golang's official documentation and Codecademy's curriculum guidelines

## PERSONAL PROJECTS

- **Shopping List [Full Stack Application]:** Programmed a dynamic shopping list app with the MERN stack, using Express and Mongoose for the server-side API and React.js with leveraging React Strap for enhanced UI components.

## ACADEMIC PROJECTS

- **CSE 320: System Fundamentals2[C program]:** Developed an advanced multithreaded chat server by implementing multi-threading protocols while ensuring concurrency data structures demonstrates understanding of socket programming.