

SUBHAM BHATTACHARYA

 [linkedin.com/in/shubhambhattacharya/](https://www.linkedin.com/in/shubhambhattacharya/)  github.com/CyberDragon25

Education

Iowa State University

Aug 2021 – May 2025

Bachelor of Science in Computer Science, minor in Data Science

Ames, IA

Relevant Coursework: Data Structures, Algorithms, Database Management Systems, Software Engineering, Artificial Intelligence, Object Oriented Programming, Web Development, Android Development

Experience

Qualcomm

May 2024 – Aug 2024

Software Engineering Intern

San Diego, CA

- Developed an application to measure thread delays in Windows driver development, ensuring precise performance evaluation and optimization
- Implemented IOCTL calls to facilitate user input from the command line, seamlessly interfacing between user space and kernel space.
- Engineered kernel-level threads with specified priorities and core allocation, accurately measuring execution times in nanoseconds to detect and analyze delays.

Google Developers Student Club

Oct 2022 – Present

Tech Lead - Android

Ames, IA

- Led Compose Camp, instructing 30+ students in Android app development with Jetpack Compose.
- Organized and facilitated club meetings with 50+ students, and assisting with presentations.
- Delivered comprehensive instruction on Android App Development, with a focus on UI design and backend development, to empower students with practical skills and knowledge.

Computer Science and Software Engineering Club

Aug 2022 – May 2024

Vice President

Iowa State University

- Collaborated and with fellow club members to meticulously plan and execute events and meetings with 100+ members.
- Cultivated significant relationships with industry professionals and provided club members with exclusive networking opportunities and valuable insights into potential career paths.
- Accommodated prospective members with the application process, fostering a welcoming environment for newcomers, and promoting inclusivity and a strong sense of community within the club.

Projects

FindRight - Service Matching Application | Java, Android Studio, XML

Aug 2023 - Dec 2023

- Led the front-end development for app connecting blue-collar workers with potential clients.
- Successfully integrated the Google Maps API into the application, allowing users to access real-time maps, directions, and location-based services.
- Coordinated closely with back-end team in an agile development approach to plan and implement different features.
- Implemented routine CI/CD pipelines through GitLab and systems testing on core app features across numerous use cases, ensuring application integrity and seamless, quality user experience
- **Demo:** <https://youtu.be/mgoWAoikVoQ?si=-WssHbGfyTVa3HMY>

Cyflix | MongoDB, Express.js, React, Node.js

June 2023 - July 2023

- Engineered a dynamic movie streaming application using the MERN stack.
- Integrated TMDb database via REST API to dynamically display movie rows, enabling users to hover or click for a detailed video screen and seamless playback
- Implemented user authentication and authorization, securely storing user data in MongoDB to provide personalized experiences and secure platform access
- Enabled users to create and manage personalized movie lists with real-time UI updates and backend synchronization, ensuring consistent and reliable data management.
- **Demo:** <https://youtu.be/9oS3cz72fZQ>

Terminal Based Pokemon game | C, C++, ncurses, CLion

Aug 2022 - Dec 2022

- Designed and implemented a feature-rich Pokémon terminal game in C/C++ over a 10-week period, showcasing proficiency in low-level programming languages
- Applied advanced features of C/C++, including memory management, pointers, and system architecture, to craft a fully functional and immersive gaming experience
- Utilized heap-based data structures to control NPC behavior, enhancing the game's realism and unpredictability

Technical Skills

Languages: Python, Java, C, C++, HTML/CSS, JavaScript, Kotlin, React

Developer Tools: VS Code, WinDbg, IntelliJ, Google Cloud Platform, Android Studio

Technologies/Frameworks: WFD, Linux, Excel, GitHub, Gitlab, JUnit, LaTeX