Sahil Tandon

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Skills:

Proficient with: Java, C#, SQL, Python,

Teradata/HDFS/Oracle/Postgres Data Storage Systems,

Tableau/PowerBI/Cognos Analytics tools, Unity Game Engine

Familiar with: C++, Spark, Javascript, .Net, HTML, 3D modeling & animation in Maya & Blender

Education:

Bachelor's Degree In Computer Science and Engineering - Michigan State University

Graduated May 2015 - Specialization in Game Development

Experience:

Software Developer, General Motors   **Oct 2021 - March 2023**

Writing Java code to support OnStar & In-Vehicle interactions like recommending remote starts based on individual usage & tracking national security alert locations to notify consumers of danger

Working with development team to determine coding and design standards

Using Azure DevOps environment for version control, build & release management, & store knowledge in a wiki

BI Developer/Data Analyst, General Motors: **Jan 2016 - Apr 2022**

Working with a Data Warehouse, manipulating and analyzing big data stored in Oracle, Teradata, Postgres, and Hadoop systems

Data Discovery & Proof of Concept for In Vehicle interactions with consumers

Processing, transforming and loading data from source locations into GM Data Warehouse

Creating & maintaining Views and Data Structures to accommodate analytics efforts

Creating Visualizations using Tableau, Cognos, PowerBI, and GM in-house software solutions

Supporting projects including Maven Ride Sharing, OnStar, and GM Global Contact Centers

Programmer, MSU Games For Entertainment & Learning Lab: **May 2014 - Sept 2015**

Working with a group of students designing and developing games for clients including MSU College of Law, the National Superconducting Cyclotron Laboratory, and NASA

Implementing "core" systems for player control, cameras, animation, UI, dialog, etc.

Creating & modifying Editor Tools & other plugins to help make designers' & artists' lives easier

Designing games to run on PCs and mobile devices

Software Intern, Emergent Systems: **Summer 2012, 2013**

Working on database management software "Auros", writing & editing help documentation