Meshwil Dias

London, United Kingdom (Willing to relocate)

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About me

Programming Languages & OSs	C++, Python, Javascript, Java, Windows, Linux & Unix
Databases	MySQL, PostgreSQL, MongoDB, Mongoose
Technologies & Frameworks	HTML, CSS, NodeJS, ReactJS, Bootstrap, ExpressJS, LaTeX
Devops & Cloud technologies	Docker, CI & CD Pipelines (GitHub Actions)

Education

University of Kent — Canterbury, Kent
BSc Computer Science *(Predicted 1:1)* — *Sep 2021 - June 2024*

St. Gregory's Catholic Science College — Harrow, Greater London
A-Levels in Business Studies*(B)*, Computer Science*(B)* & Psychology*(B)* — *Sep 2018 - Apr 2021*

Personal Projects

MongoDb connection Tester — Project Link
Tech Stack: GitHub Action, Docker, Playwright, Javascript — *Aug 2023 - Current*
- </> Implemented a custom GitHub Actions YAML workflows file where it tests everything and pushes changes if succeeded.

Shopping Website — Project Link
Tech Stack: HTML & CSS, JS (NodeJS) & expressJS, EJS, MongoDB & Mongoose — *July 2023 - Sep 2023*
- </> Built a robust and scalable website by using express.js for routing, middleware management, and handling HTTP requests.
- </> Implemented server-side logic using Node.js to manage product listings, user authentication, shopping cart functionality, order processing and database interactions.

Hospital Management System — Project Link
Tech Stack: Java, MySQL — *Feb 2023 - Apr 2023*
- </> Collaborated in a 4 member team to engineer customized software using the SCRUMS management approach, focused on receptionist functions, enabling efficient coordination of patient-doctor interactions.
- </> Central to my role was architecting the MySQL DBMS, writing automated testing scripts and crafting the application GUI, both pivotal in data management, control and software consistency.

Custom Language Compiler — Project Link
Tech Stack: C++, Bash — *Nov 2022 - Dec 2022*
- </> Engineered a tokeniser-parser to identify diverse datatypes and assess syntax validity.
- </> Designed an O(n) time-complexity lexical analysis algorithm and created a comprehensive testing suite with 10+ meticulous tests for precise compilation validation.

Tic-tac-toe — Project Link
Tech Stack: Java, Swing and AWT(Java GUI Libraries) — *Apr 2022 - May 2022*
- </> Involved using software development strategies to produce the game at the least amount of time.
- </> Developed a pseudo-random AI algorithm which used a pattern based system to defend/attack.

Chess — Project Link
Tech Stack: Python, PyGame — *Feb 2021 - May 2021*
- </> Implemented a working chess game using the PyGame game library to create a bespoke game to examine the use of the minimax algorithm. A total of 2 game modes were produced i.e., multiplayer and single-player.
- </> A sophisticated convoluted minimax algorithm was collaboratively developed with the expert guidance of my supervisor, effectively enhancing strategic decision-making in gameplay against the computer adversary through the maximization of optimal moves.