Dhruv Susheelkar

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Education:

University of California, San Diego (In Progress)

Bachelor of Science in Computer Science

Relevant Coursework:

Linear Algebra, Data Structures, Objected-Oriented programming, Machine Learning Bootcamp, Linux Administration, SQL and Databases Bootcamp, Docker & Kubernetes, Tableau

Skills:

- **Programming**: *Python, Java, C++, C, HTML*
- *Tableau, Panda's library, Apache Spark, Hadoop, Kafka, Docker & Kubernetes, SQL, NoSQL, MATLABs, PyTorch, TensorFlow, Linux IDE, Command Line*
- **Technologies :** *Git, Project Jupyter, Linux*

Professional Experience :

Software Engineer Intern at Geopogo **Summer 2023**

Worked in the CreatorCad Team. Created builds for 3D models using C# using Unity. Builds were used for Augmented Reality to model houses. Users can build their own houses. Collaborated over GitHub.

Data Analyst for H2R Consulting **Spring 2019**

Bring data so that the Realtor was pursuing quality leads. Use of websites where prospects were scouting for newer constructions in certain zip codes.

Projects:

Currency Conversion utilizing Java: Developed a versatile currency conversion application in Java that facilitates the conversion of different currencies based on real-time exchange rates. Leveraged a diverse range of data structures such as stacks, queues, linked lists, arrays, and trees to efficiently manage user interactions, calculations, and data storage.

Monopoly utilizing Java: Implemented the classic board game Monopoly in Java, creating a digital version that replicates the gameplay using object-oriented programming principles. The project involved creating multiple classes to represent various game components, such as board squares, cards, player pieces, structures, and managing in-game currency.

Secure User Authentication Microservices with Docker and Kubernetes aims to create a secure user authentication system using a microservices architecture. It involves setting up two APIs, namely the User API and the Auth API, which communicate with each other for user authentication. The project utilizes Docker and Kubernetes for containerization and orchestration.

Sudoku Solver utilizing Python: Developed an efficient Sudoku solver application using Python that employs advanced techniques such as list comprehensions, recursive algorithms, indexing, and iterative loops to solve Sudoku puzzles of varying complexity.

Tic-Tac-Toe Game in C++: Developed a Tic-Tac-Toe game using C++ that allows two players to engage in a turn-based match on a 3x3 grid. The project showcases proficiency in C++ programming, object-oriented design, and user interaction.