Dhruv Susheelkar

U.S. Citizen| dsusheelkar@ucsd.edu | (510) 579-8139 | Linkedin: https://www.linkedin.com/in/dhruv-susheelkar/

Education:

University of California, San Diego (In Progress) **Fall 2022- Fall 2024**

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

Skills:

▪**Programming**: *Python, Java, C++, C, HTML,CSS, JavaScript*

▪ *Pandas, Numpy, Matplotlib, Scikit-learn, TensorFlow, PyTorch, React, Machine Learning, NodeJS, MongoDB, Full-stack development, Apache Spark, Hadoop, Kafka, Docker & Kubernetes, SQL, NoSQL,*

▪ **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: https://github.com/3DSA/Portfolio

S&P 500 Movement Prediction with Machine Learning: developed using Jupyter Notebooks, leverages Python libraries including Pandas, NumPy, Matplotlib, and Scikit-Learn to predict the directional movement of the S&P 500. By analyzing historical market data, the model employs advanced algorithms for accurate and straightforward forecasting. This practical tool aids investors in making informed decisions based on the projected gain or loss of the S&P 500.

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.