# Abhinav Salgania

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## EDUCATION

### MEMORIAL UNIVERSITY OF NEWFOUNDLAND
Bachelor of Science with major in Computer Science and minor in psychology
Sep 2020- Present | St. John's, NL
Dean's List 2020-21 | GPA: 3.4

## TECHNICAL SKILLS

### LANGUAGES
- Python • HTML • CSS
- JavaScript • Java

### FRAMEWORKS/LIBRARIES
- React • Node.js • Firebase
- Pandas • Numpy • Matplotlib
- Git • NPM • TypeScript
- Tailwind CSS • Next.js

## LEADERSHIP EXPERIENCE

### INDIAN YOUTH ASSOCIATION, MUN
Vice President
September 2021 - Present

- Expertise in event planning and execution, including successful coordination of events such as Diwali night and Bollywood DJ nights for over 100 attendees.

- Displayed strong organizational and communication skills, including the ability to manage volunteers, communicate with team members, and negotiate with suppliers.

### ENGINEERS WITHOUT BORDERS, MUN
Advocacy Executive
June 2022 - Present

- Successfully helped plan and execute trivia nights and charity events.

- Developed skills in event planning and organization, as well as teamwork and communication.

## WORK EXPERIENCE

### MICVERT MEDIA - IT & CREATIVE AGENCY | Software Developer
January 2023 -- Present | St. John's, NL
- Utilized HTML5, CSS3, JavaScript, and React to develop and maintain responsive and user-friendly websites.
- Worked closely with the marketing team to develop and implement successful SEO strategies, resulting in increased website traffic.
- Identified and addressed customer feedback promptly, leading to increased customer satisfaction and retention.

### KANANASKIS MOUNTAIN LODGE, MARRIOTT BONVOY
Event Coordinator
May 2022 - September 2022 | Kananaskis, Alberta

- Coordinated and executed successful events ranging from small company meetings to large-scale conferences.
- Exhibited exceptional work ethic by completing shifts lasting up to 12 hours and walking over 30,000 steps.
- Developed the ability to handle high-pressure situations, make quick decisions and work effectively as a part of a team.

## PROJECTS

### WEATHER APP | JavaScript/REACT/CSS/Firebase
January 2023 | Personal Project

- Developed a website to display weather and time data based on a user's location or a searched city, by utilizing various APIs.
- Implemented responsive design to provide optimal user experience on both desktop and mobile devices.

### DATA ANALYSIS PIPELINE | Python/Pandas/Numpy/Matplotlib
December 2022 | Academic Project

- Utilized Pandas to clean and preprocess IMDB Movie dataset and ensured a clean dataset through descriptive statistics and plots.
- Implemented advanced pre-processing techniques to handle missing data and outliers.

### SMART TIC TAC TOE | Vanilla JavaScript/CSS/HTML
December 2022 | Personal Project

- Developed a Tic Tac Toe game using JavaScript, HTML, CSS allowing single player against computer and double player experience.
- Created an AI with varying levels of difficulty and used minimax algorithm to create an impossible level.

### KINGDOMINO GAME | Java, Swing, Software Design Patterns
April 2022 | Academic Project

- Collaborated with a team of 4 to design and plan the digital version of the board game KingDomino using OOP Principles and UML Design Patterns.
- Led the team in creating use case descriptions, sequence diagrams, and domain models to define the game's functionality and requirements