

# Abhinav Salgania

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## EDUCATION

### Memorial University of Newfoundland

*Bachelor of Science in Computer Science, Minor in Psychology*

Dean's List Recipient 2020-21 | GPA: 3.40

St. John's, NL

Sep 2020 – Present

## TECHNICAL SKILLS

**Languages:** Java, Python, JavaScript, HTML5, CSS3

**Frameworks/Libraries:** React, Node.js, Firebase, Pandas, Numpy, Matplotlib, Git, Npm, Google TimeZone API, TypeScript, Tailwind CSS, Next.js

## EXPERIENCE

### Software Developer

Jan 2023 – Present

*Micvert Media - IT & Creative Agency*

*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.

### Event Coordinator

May 2022 – Sep 2022

*Kananaskis Mountain Lodge, Marriott Bonvoy*

*Kananaskis, AB*

- 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 Web App | JavaScript, React, Firebase, CSS, OpenWeather API, Google TimeZone API

Jan 2023

- 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.
- Incorporated error handling mechanisms to ensure correct city input and display alerts for incorrect city input.

### Data Analysis Pipeline | Python, Pandas, Numpy, Matplotlib

Dec 2022

- 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, Html, CSS, Minimax algorithm

Nov 2022

- 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

Apr 2022

- 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