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

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 a trivia night for engineering.

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

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

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.

DATA SCIENCE PROJECT | Python/Pandas/Numpy/Matplotlib

November 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.

KINGDOMINO GAME | Java/Swing

March 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

WORK EXPERIENCE

KANANASKIS MOUNTAIN LODGE, MARRIOTT BONVOY

Banquet Server
May 2022 - Sep 2022 | Kananaskis, Alberta

- Developed strong problem-solving skills by quickly adapting to last-minute changes, unexpected requests and by handling events of up to 500 guests.
- Demonstrated strong work ethic and dedication to exceptional service through handling shifts as long as 13 hours, walking over 30000 steps and working effectively with a team of over 30 employees.

ROB ROY'S AND KONFUSION | Bouncer

Aug 2021 - May 2022 | St. John's, NL

- Responsibly diffused tense situations, and maintained peace and order amongst a crowd of up to 300 patrons at a bustling two-storey establishment.
- Learned valuable lessons about teamwork, patience, and the ability to think on my feet.