

ABHISHEK GUJJAR

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Education

Memorial University of Newfoundland

Jan. 2020 – Present

Bachelor of Science in Computer Science (Honours) **GPA: 3.9**

St. John's, NL

Relevant Coursework

- Data Structures
- Algorithms Analysis
- Artificial Intelligence
- Computer Networking
- Software Methodology
- Database Management
- Machine Learning
- Computer Architecture

Experience (Latest)

PragmaClin Research Inc.

June 2022 – August 2022

Software Engineer Intern

St. John's, NL

- Worked with depth-sensing cameras to track hand and body measurements with Python.
- Used JavaFx to make changes in the current GUI of the software.
- Developed Frontend component of the software using ReactJs and Syncfusion API.
- Managed and modified the database using SQLite.
- Debugged and modified software components.
- **Skills:** Artificial Intelligence · JavaFx · ReactJs · OpenCv · SQLite · Java · Python · JavaScript

Memorial University

May 2022 – July 2022

Data Science Intern

St. John's, NL

- Utilized Web scrapping technique to extract and organize data.
- Got familiar with data visualization and performed data analysis on multiple projects.
- Conduct Sentiment Analysis of tweets related to cannabis through the use of Machine Learning techniques.
- Prepared reports through data cleaning, data visualization, and writing insights.
- Segregated tweets about cannabis from different regions in Canada using packages such as Pandas, Matplotlib, seaborn, nltk, etc.
- **Skills:** Machine Learning · Data Analysis · Web Scrapping · Data Science · Python

Projects (Selective)

NewsMonkey | *Html, CSS, Javascript, ReactJs, NodeJs, ExpressJs, NewsAPI, Bootstrap* ([Have a Look](#))

June 2022

- Developed a NewsMonkey Web Application.
- The purpose of the project was to develop an application which will display news articles from different categories around the world. User can browse news articles and videos through various categories. Application allows user to view news details, images, and video.

KingDomino Game GUI | *Java, Java Swing, Serialization, OOP, Eclipse* ([Have a Look](#))

April 2022

- Developed a computerized version of the KingDomino board game using Java.
- The project was developed in a group of 5 to build a computerized version of the KingDomino board game, allowing the player(s) to play a game involving 2 or 4 players.

JARVIS AI Desktop Voice Assistant | *Python, Pytsx3, Speech Recognition, Smptlib* ([Have a Look](#))

December 2021

- Develooped an AI Desktop Voice Assistant with Python.
- The aim of this project was to make it easier for the users to send emails without typing a single word, doing Wikipedia searches without opening web browsers, and performing many other daily tasks like playing music with the help of a single voice command.

Technical Skills

Languages: Python, Java, C, C++, HTML/CSS, JavaScript

Developer Tools: VS Code, Eclipse, Android Studio, Docker

Technologies/Frameworks: React and Redux, Angular, NodeJS, Express, NLTK, Linux, GitHub, Git, WordPress, Bootstrap, Syncfusion

Databases: SQL, MongoDB, SQLite

Achievements/ Extracurricular

- **Hackathon:** participated in my first hackathon ever, Hack Frost NL and my team Blaze got the second position. For 3 continuous days, we competed with 30+ groups to develop an app or a website that can helps in encountering the impact of Covid-19.
- **Event Head:** Limitless, Columbia College. The Purpose of this Conference is to equip students with the practical skills they need to succeed in life.