

SKILLS

Front-end: JavaScript, React, Vue, HTML, CSS, SASS/SCSS, Spark, Handlebars

Back-end: Node.js, Python, Java, Matlab, PHP, MySQL, Flask, MongoDB, GraphQL, Redis, Express, Strapi

Testing: Puppeteer, JUnit, Mockito, Jacoco

Miscellaneous: Git (GitHub), GCP (Firebase, Dialogflow, etc.), Heroku

Design: Adobe (Photoshop, XD, Dimension, Illustrator, Premiere Pro, After Effects), Figma

EDUCATION

Rochester Institute of Technology, Bachelor of Science - 2022

3.33 GPA

• Major: **New Media Interactive Development** • Minor: **Software Engineering** • Immersion: **Advertising and Public Relations**

PROJECTS

Personal Website: <https://aditgarg.me/projects> *GitHub Profile:* <https://github.com/Adit-COCO-Garg>

Roaster | [Git](#)

- Developed a bot that roasts and guilt trips students like a mom for their “chronic” procrastination. Also, aids homesickness.
- Utilized Facebook’s messenger API in conjunction with Google Dialogflow to receive and process messages.
- Deployed a Node.JS back-end to communicate between MongoDB and Dialogflow, and provide API endpoints for user modification, data retrieval, and more.
- Took advantage of the Heroku’s scheduler to run the roaster on every user - every hour. Deployed on Heroku.
- Developed a simple 3 step process to get it all working - say hi, your name, and email: and, that’s it! It works!
- Currently being worked on to enhance functionality and raise the heat level and creativity on the roasts.
- Currently being used/ tested by friends, acquaintances, and professors. Scalable and zero costs, so far.

Jackpot - Monday.com Apps Challenge | [Git](#)

- Engaged in a week-long design sprint, conducted user studies and surveys to come up with a client-focused solution.
- Queried user table and board data from Monday APIs using GraphQL.
- Developed Interactive React Components (HTML Canvas)
- Engineered UI/ UX designs into the final React app.

Soft. Engineering: Web Checkers | Demo and code on request

- Transferred to a team short on members and behind schedule by a week as team lead & scrum master;
- Led the team of 4 in an agile scrum with the OpenUP process;
- Managed, deliberated, and met requirements agreed between the team and product owner; Delivered MVP on time
- Implemented OOP using OOD (SOLID and GRASP) within an MVC architecture;
- Established stringent coding styles and design amongst the team;
- Unit testing via JUnit, code coverage via JaCoCo, and mocks and stubs using Mockito

EXPERIENCE

iD Tech - Online Private Lesson Instructor

JUL-AUG 2020

RIT - Teaching Assistant: IGME 235 Interactive Web Development for Game Developers

JAN 2020 - ONGOING

ACTIVITIES & SOCIETIES

- Google Developer Student Club President, HackDSC 2021 President, GitHub Campus Expert
- Tora-Con Panels Coordinator, RIT: New Media Design Club, Anime Club, AI club deputy
- Goodbye Goodbuy Volunteer, International Conversation Partner

ACHIEVEMENTS

- RIT Mental Health Hackathon 2nd Place | [Relaxer](#) - react app with interactive art (p5.js), team lead
- UX factor Hackathon @ RIT - 1st Place | [Car UI/UX dashboard](#), solo