Anuj Parikh

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SUMMARY

Creative and Detail-oriented Computer Science professional with having passion to build quality web solutions. Able to effectively self-managed during independent projects as well as collaborated in a team setting.

EDUCATION

Master of Science in Computer Science   August 2019 – May 2021
University of New Haven, West Haven, CT, USA.   GPA: **3.38** / 4.00
Relevant Courses: Web-Database Application, Software Project Management, Data Structures, Script Programming Python, Data Mining, Artificial Intelligence, Advance Database System

Bachelor of Engineering with Computer Engineering   June 2015 – July 2019
Gujarat Technological University, Gujarat, India.   GPA: **8.08** / 10.00
Relevant Courses: Web Technology, Advanced Java, Data Structure, Algorithms, Data Mining and Business Intelligence

TECHNICAL SKILL SET

Languages:	Python, C/C++, JavaScript, Java
Web Technologies:	HTML/HTML5, CSS1/CSS3, React.Js, Node.js, Express.js, PHP
Database:	SQL, AWS, Azure, MongoDB
Framework:	SciKit-learn, Agile, TensorFlow, Rest API's
Certification:	Front End Web Development with React, HTML5, Python Programming, Building Python Applications, C Training

EXPERIENCE

Drona & Jigar Enterprises Pvt Ltd.   Feb 2019 – July 2019
Web Developer

- Planned, developed, tested, deployed, and maintained web applications.
- Successfully identified, diagnosed, and fixed website problems including broken links, typographical errors, and formatting issues. Effectively translated client requirements into application methods and systems requirements.

SELECTED PROJECTS

Portfolio | JavaScript, React, Node.js, Express.js, MongoDB   Oct 2020 – Dec 2020
- Created react based Web app to display my work and interests using Material UI and React Router-Dom.
- Designed a database to record queries and visitors of site.

Predicting the 5-year career longevity of the NBA Rookies | Python, Scikit Learn   Aug 2020 – Dec 2020
- Predicting the player's future performance using Data science techniques from the past.

Arcade Game | Python   Feb 2020 – Apr 2020
- Delivered Logically exciting Arcade game while being Scrum-Master of Scrum based Team
- Oversee and motivate the team while efficiently communicating targets to deliver redundant efficient code

Currency Recognition and Conversion | Python, OpenCV   Aug 2018 – Apr 2019
- Provided easy recognition of maximum currency symbols on real time basis and swift conversion into desired currency.
- Implemented processes for capturing, recognizing, converting, segmenting and comparison of Images
- Recognized currency and amount by leveraging power of computer vision on stored images

AI Algorithms' analyses on Tic-Tac-Toe | Python, Machine Learning   Feb 2020 – Apr 2020
- Implemented an array of AI algorithms to play game called Tic-Tac-Toe
- Analyzed AI Algorithms based on performance to play tic-tac-toe

Create Private Cloud | VMware Workstation   Aug 2020 – Dec 2020
- Developed the private cloud with help of Microsoft window server 2016, VMware Workstation and Virtual Machine Manager.
- Built private cloud includes the services like ADDS, DHCP, DNS, IIS, ADCS.

HONORS AND AWARDS

- Received University of New Haven's Dean's Scholarship for being outstanding candidate in master's Study in Computer Science.