

Anuj Parikh

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<https://github.com/Anuj-parikh> | <https://www.linkedin.com/in/anujparikh/> | Portfolio: <https://anuj-parikh.github.io/Anuj/>

SUMMARY

Dynamic, self-motivated, team spirited and detail-oriented Computer Science professional with a blend of statistics, mathematics, and ability to build quality web solutions. A performance driven individual with strong interpersonal skills and decision-making ability.

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: **3.7** / 4.00

Relevant Courses: Web Technology, Advanced Java, Data Structure, Algorithms, Data Mining and Business Intelligence

TECHNICAL SKILL SET

Languages: Python, C/C++, JavaScript, Java, R(Exploring)
Software: Microsoft Excel, MS Word, MS Power Point, Jira, Trello, Tableau
Web Technologies: HTML/HTML5, CSS1/CSS3, React.js, Node.js, Express.js, PHP
Database: SQL, AWS, Azure, MongoDB, NoSQL
Framework: SciKit-learn, Agile, TensorFlow, Rest API's
Certification: Google Data Analytics, Front End Web Development with React, HTML5, Python Programming, Building Python Applications, C Training

EXPERIENCE

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

Front End Developer

- Planned, developed, tested, deployed, and maintained web applications.
- Successfully identified, diagnosed, and fixed website problems including broken links, typographical errors, and formatting issues.
- Designed a database for client to record queries in the form of Microsoft Excel Sheet.
- Effectively translated client requirements into application methods and systems requirements.

PROJECTS

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 using various python libraries for Data Analysis and Model Building.
- Used Microsoft Office for performing analytics, documentation, and Data Interpretation.

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 and managed a database to record queries and visitors of site.

Arcade Game | Python Feb 2020 – Apr 2020

- Created Logically exciting Arcade game while being Scrum-Master of Scrum based Team
- Lead and motivate the team efficiently by communicating goals and setting up timelines to submit efficient code in timely manner.

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 comparing 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 Data of AI Algorithms based on performance to provide optimal game play.

Create Private Cloud | VMware Workstation Aug 2020 – Dec 2020

- Developed private cloud with help of MS window server 2016, VMware Workstation and Virtual Machine Manager.
- Built private cloud including services like ADDS, DHCP, DNS, IIS, ADCS.