

INSTITUTE FOR CO-OPERATIVE EDUCATION

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SKILLS AND QUALIFICATIONS

Programming | Java • JavaScript • NodeJS • HTML • CSS • Python • SQL • ReactJS • ExpressJS • C++ • C#

Technologies | Windows 365 • Linux • Unix • Visual Studio • GitHub • Git • IntelliJ • PowerBI • Word • Excel • PPT • Tableau **Languages** | English | Spoken & Written – Fluent • Hindi | Spoken & Written – Fluent • French | Spoken & Written – Intermediate

EDUCATION

Bachelor of Computer Science (Honors Co-Op)

2024 - 2026 (Expected)

Concordia University, Montreal, QC

- Courses: OOP, Web Development, Data Structures and Algorithms, Operating Systems, Databases, Artificial Intelligence
- CGPA: 3.86/4.30

VOLUNTEER EXPERIENCE

Frontend Developer (Website)

Feb 2024 - present

Welfare Avenue, Montreal, Quebec

- Maintaining and enhancing the organization's website using ReactJS, JavaScript, HTML/CSS, JSX, and Hooks.
- Developed an animated, responsive newsletter confirmation page using React and CSS to enhance user feedback.
- Collaborate with developers via Git/GitHub to resolve UI issues and improve responsiveness.

PROJECTS

Movie Recommendation Web App with Flask, Pandas & TMDB API (Github)(Website)

May 2025

- Built a full-stack Flask web app recommending top movies using a weighted IMDb-style rating system.
- Cleaned and filtered large-scale movie datasets with Pandas; ranked top 10% by vote count and mean rating.
- Integrated TMDB API to fetch real-time posters, overviews, genres, and release dates.
- Added search, genre/year filters, and pagination for improved user navigation
- Deployed production-ready app to Railway with Gunicorn, Procfile, and secure environment variable management.

Montreal Volleyball Club Database System with MySQL (Team Project)

March 2025

- Designed ER diagram and implemented a 16-table MySQL database with 3NF normalization.
- Enforced data integrity between entities via 8 triggers for age validation, conflict detection, and CRUD operations.
- Developed stored procedures for complex JOINs across 5+ tables for real-time analytics.
- Engineered conflict detection logic to block overlapping 3-hour assignments.
- Built a fully connected GUI for live CRUD operations and interactive database management.

Othello Game with Java (Github)

July 2024

- Developed a Java Othello game using OOP concepts like inheritance, polymorphism, and abstraction for modular design.
- Implemented robust exception handling and file input/output procedures to preserve game state.
- Utilized **UML** class diagrams in planning phase to outline software e architecture.

Pet Adoption Platform (Website)(Github)

July 2024

- Designed and implemented a dynamic web platform for pet adoption using HTML, CSS, JS, NodeJS, Express.js and EJS.
- Implemented session-based authentication and authorization.
- Used media queries and mobile-first design to create a responsive UI.
- Utilized Node.js for backend logic, Express for routing, and EJS for templating.

INTERESTS