

Darsh Gandhi

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Summary

Third-year Software Engineering student at the University of Canterbury, specialising in Python, Java, and C. Experienced in full-stack development, CI/CD automation, and embedded systems programming. Skilled in the software development lifecycle (SDLC), including design, implementation, testing, and deployment. Strong background in building collaborative, data-driven applications, integrating RESTful APIs, and using version control systems for agile team collaboration. Passionate about scalable software design, efficient development workflows, and continuous improvement through peer review and automation.

Skills

Python, Java, C, React with Tailwind, HTML, CSS, JavaScript, SQL, CI / CD

Awards

Hiranga Scholarship 2024

Awarded to top achieving students top-achieving students commencing an undergraduate degree.

Education

University of Canterbury Feb 2024 - Current

BE(Hons) in Software Engineering - 3rd Year

Scots College - International Baccalaureate Diploma Programme 2023

Projects

TakeAHike! (JavaFX, SQL, ArcGIS API)

- Engineered an interactive hiking app integrating real-time elevation data, map filtering, and translation services using ArcGIS API.
- Optimized and structured a SQL database for fast data retrieval.
- Designed an engaging, kid-friendly UI to explore NZ hiking trails.

Two-Player Pong (C, Embedded Systems, IR Communication)

- Programmed a real-time multiplayer Pong game on microcontrollers using infrared communication with encoded data packets.
- Configured GPIO pins to render graphics and ensure <5ms latency between devices sync timers.

Spotify Manager (Python, Spotify API)

- Developed and automated a Spotify automation tool using Spotify's REST API and webhooks to sort and save songs into custom playlists.
- Optimised playlist management by automating monotonous, manual tasks.

Extracurriculars

Chess Society Feb 2024 – Current

Computer Society Feb 2025 – Current

Indian Society Feb 2025 - Current