DEEP MEGHANI

deepmeghani1@gmail.com | 562-399-1033 | Long Beach, CA | www.linkedin.com/in/deep-meghani-2203471a3 | https://deep392.github.io/personalwebsite/

EDUCATION

California State University, Long Beach **Jan 2020 - Dec 2023**

Bachelor of Science in Computer Science GPA - 3.6 *Long Beach, California*

WORK AND VOLUNTEER EXPERIENCE

Instructional Student Assistant - Peer Tutor **California State University, Long Beach** **Feb 2022 - Present**

- Consulting other students in becoming independent learners through questioning techniques and the modeling of effective study strategies and the use of resources.
- Mentoring students with their difficulties in Business calculus, **Python**, **C++**, Microsoft Access, Microsoft Excel, and Algebra using basic concepts and a unique approach.
- Hosting online and in person lectures and session to review the course and teach Python and Business calculus.

Technical Lead - Google Developer Student Club **California State University, Long Beach** **Aug 2022 - Present**

- Collaborated with the team to build ticketing system for GDSC based on Back-end technologies including Nodejs and **MongoDB**.
- Tutoring the team with technical background and programming languages like **Flask and Tenserflow**.
- Leading the GDSC team to a create GDSC's first website based on Frontend technologies including HTML, CSS and JavaScript.

Software Developer Intern **Global Financial Data, San Juan Capistrano, CA** **May 2022 - July 2022**

- Participate in the analysis and composition of requirements, design of architectural and component software features, design and implementation of system, design and implementation of test plan, and documentation of the final product.
- Applied concept of Machine learning to create **scatter plot and liner regression curve** and a future predict model using the data from company's database.
- Developed website in .**Net MVC using JSON, jQuery, HTML and JavaScript** which increased efficiency of the website by 40% and reduce the clients'complaints by 50 percent.
- Assisted the team in building new website for the company and client using **React and finished around 20 percent** of the website within few weeks.
- Worked closely with testing team to test all the test cases in the deployed code to reduce the marginal error by 100 percent.

TECHNICAL SKILLS

Programming Tecnologies: Python, C++, Java, C, C#
Web Technologies: HTML, CSS, JavaScript, JSON, jQuery
Database Technologies: SQL, MongoDb, PostgreSQL
Libraries and Framework: Flask, TenserFlow, Numpy, Mathplotlib, BeautifulSoup, Panda, Firebase, React JS
Other Technologies: Git, Github, Visual Studio, Pycharm

PROJECTS

StuXpert App (BeachHack Project) **Feb 2023 - Present**

- Collaborated with a team of four to develop and design a discussion board **Full-Stack Web Application**.
- Developed the frontend using **ReactJS**, **TailwindCSS**, and **DaisyUI** to design a user friendly interface that allowed users to post, like, unlike, and comments on posts.
- Utlilized **Google Cloud** and **Firebase's Firestore Database** to authenticate users, and to store and manage data on the backend. Optimized the application for performance, scalability, and ensured code quality through testing and adhered to best coding practices.
- **Github Repo: https://github.com/Deep392/BeachHacks-7.git**

BMI App **Jan 2023 - Feb 2023**

Developed a web app using **Python**, **Flask**, **HTML** and **CSS** which takes user's name, height and weight and returns the body mass index of the person with the category.

Key Hook Database **Sept 2022 - Dec 2022**

Used concept of database to create a key hook database using **Python**, **MongoDb**, and **Postgresql** for a university that keeps record for a key allocated to a professor for a room in a building.

Dungeon Master Game **Jan 2021 - May 2021**

Build a Dungeon Master Game with **OOPs Java** and its **data structure** that plays interactive game with the user and allow them to move to different maps, fight with demons, cast spells, and shop from the points they earn.

Bookstore Library **Jan 2021 - Apr 2021**

Created an algorithm that uses Object oriented programming and **data structure (Linked list, Stack, Queue)** to develop a bookstore search algorithm that can fetch the data from the stored library to return the correct book search based on user constraints.