Dev Chaudhari

Email | GitHub | Website | LinkedIn

EDUCATION

University of Western Ontario

Major: Software Engineering

Honors/Awards: Western Scholarship of Distinction, Dean of Engineering's International Entrance Scholarship (\$5000) **Relevant Coursework:** Programming Fundamentals, Linear Algebra with Numerical Analysis, Scripting Programming Language, Discrete Mathematics, Algorithms & Data Structure, Software Design, Software Construction, Digital Logics Systems, Applied Probability and Statistics

EXPERIENCE

Movie Playback Button | Software Developer

January 2023 - April 2023

- Collaborated with a team of six to develop a solution for individuals with cerebral palsy to control household smart devices from their wheelchair with minimal hand movement
- Designed a system comprising a joystick and two buttons connected to a programmed Arduino, functioning as a navigation tool for the user's DVD, smart TV, or other monitor devices
- Utilized Python for Arduino programming, creating code enabling the Arduino to interface with smart appliances
- Implemented joystick controls for functions such as pause, play, rewind, forward, and returning to the home screen

Academic Odyssey | Game Developer

January 2024 - April 2024

- Utilized Unity and C# to design and develop a role-playing game (RPG) featuring five levels of challenges
- Architected Level 1, featuring a trivia challenge, and developed sophisticated AI for zombie characters using Unity's NavMeshAgent, enhancing gameplay dynamics
- Worked with a team to integrate various levels and challenges, ensuring cohesive gameplay and story progression
- Conducted thorough testing and debugging phases to identify and resolve issues, guaranteeing a polished and stable final product

D.A.B.B.A | Web3 Developer

May 2024 - Present

- Decentralized Autonomous Blockchain Business Agreements (D.A.B.B.A) is a Web3 project
- It is designed to protect individuals' data and automate contract execution
- Developing smart contracts using Solidity for deployment on the Ethereum blockchain
- Aim to pitch the idea to University Engineering Society at Western University

iPayRoll | Software Developer

January 2024 - April 2024

- Designed and developed a payroll management system that captures and manages detailed employee information
- Created a system that automates calculates different pay types and frequencies, bonuses, and withholdings, reducing the risk of human error and ensuring compliance with tax regulations
- Implemented an automated time reporting system that integrates with barcode technology, eliminating the need for manual time entry
- Developed a secure system with customized menus and forms, encrypted passwords, and comprehensive audit trails, ensuring the integrity and confidentiality of payroll data and providing a complete record of all system transactions

HelperRobo | Software Developer

May 2024

- Developed an Al-powered Arduino car with advanced danger zone detection capabilities, using sensors and machine learning to identify and respond to hazardous conditions
- Integrated real-time communication through a helper chat feature, providing immediate assistance and information to users in disaster-stricken areas
- Enhanced the rover's functionality with a robust construction, capable of navigating rough terrain, assessing structural integrity, and detecting survivors using facial recognition and neural network algorithms
- Collaborated in a multidisciplinary team to implement sophisticated state machines and neural networks, showcasing the integration of advanced hardware and software solutions in a compact, versatile platform

SKILLS & INTERESTS

Programming: Python, JavaScript (React), HTML, CSS, Java, JavaFX, C/C++, TypeScript, SQL, Unity, C#, Linux/Bash, Cloud Platforms (GCP, AWS, Azure), GIT(version control), MATLAB, Solidity, OCaml **Interests**: Long distance cycling, chess, table tennis, football, LeetCode, tech and energy developments, Hiking, writing **Organizations and Conferences:** Western Algorithm Trading Club, University Engineering Society, C.U.C.A.I