Dependable student with industrious and systematic approach to learning information. Open and clear worker with disciplined execution and methodical nature. Extensive knowledge of research and software skills.

# **Work History**

2023-01 -2023-05

#### Student Assistant - Programming/System Validation

Sacramento State University, Sacramento, CA

- Collaborated with team to understand system requirements and conducted thorough testing to ensure accuracy and reliability.
  - Utilized popular programming languages (Python, Java, JavaScript) to develop and enhance software applications.
  - Proficient in debugging and troubleshooting for optimal software performance.
  - Demonstrated critical thinking in proposing innovative solutions to improve efficiency.
  - Maintained accurate documentation and prepared detailed reports on system validations and progress.
  - Provided technical support and conducted training sessions for software utilization.
  - Actively stayed updated with latest trends in programming and suggested process improvements.

2021-07 -2022-12

#### Student Assistant (Lead)

Aramark Campus, LLC, Sacramento, CA

- Ordered and stocked office supplies to maintain available resources.
- Maintained clean and organized office areas to present pleasant and inviting atmosphere to visitors.
- Communicated effectively with faculty and staff and accepted critiques and suggestions for areas of improvement.
- Assisted with event planning and coordination to keep events successful and provide positive experiences for attendees.

2019-08 -2020-05

# Teaching Assistant

Sacramento State University, Sacramento, CA

- Assisted teachers with classroom management and document coordination to maintain positive learning environment.
- Supported classroom activities, tutoring, and reviewing work.
- Tutored struggling students individually and in small groups to reinforce learning concepts.
- Partnered with teacher to plan and implement lessons following school's curriculum, goals, and objectives.
- Worked with teacher to optimize learning plans based on student test grades and evaluations.

## **Education**

2019-01 -Current

# Bachelor of Science: Computer Engineering

California State University - Sacramento - Sacramento, CA

• Dean's List [Spring 2019, Fall 2019, Spring 2020, Spring 2021]

# **Dev Gohil**

Student

### Contact

**Address** 

Rancho Cordova, California 95742

**Phone** 

9165951361

E-mail

gohildev2609@gmail.com

#### **Skills**

Test administration

Very Good

Teamwork and Collaboration

Excellent

Written Communication

Very Good

Organization and Time

Management

Very Good

Performance improvement

Very Good

Individual and group instruction

Good

Hardware Research

Very Good

- Honor Roll [Fall 2022]
- Relevant Coursework: Data Structures; Algorithm Analysis;
   Operating Systems & System Pragmatic; Computer
   Architecture; Circuit & Network Analysis; Discrete Structures and Logic Design
- Professional Development: Programming and Scripting Languages (Python, Java, C++, HTML, CSS, SQL, React)
- Research Project: Student Ticketing Portal for University,
   Developed an agile application for students to report and
   resolve issues efficiently within the university, streamlining the
   problem-solving process.
- Research Project: Memory Game, Created a Python-based game that enhances problem-solving skills while providing an entertaining experience, demonstrating proficiency in Python.
- Research Project: Address Book, Implemented a user-friendly address book system using Java and Java Swing API, showcasing strong Java skills and knowledge of MVC pattern and UML.
- Research Project: Campus Student Center, Developed a comprehensive student management system using Java and following MVC pattern and UML, showcasing the ability to handle complex information and provide all-in-one student services.
- Research Project: Smart Guiding Cane for Visually Challenged with Voice Feedback, Developed an innovative smart guiding cane for visually challenged individuals that provides real-time voice feedback to detect and navigate around various objects in their path, including moving obstacles and objects higher than the cane's level.