

Dhairya Khara

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EDUCATION

University of Toronto, St. George Campus

Honours Bachelor of Science in Computer Science

Toronto, ON

September 2021 – May 2025

- Dean's List Scholar for 2021 - 2022 academic term with cGPA of 4.0/4.0
- University of Toronto Scholar Award recipient.

EXPERIENCE

Lab Assistant

Toronto, ON

BMO Finance Research and Trading Lab, Rotman School of Management

September 2022 – Present

- Conducting python workshops to familiarize business students with syntax, data structures and REST APIs.
- Assisting students in navigating various programs such as Bloomberg Terminal, Capital IQ and WRDS.
- Helping faculty members in extracting historical, real-time and fundamental stock data.

Software Developer

Toronto, ON

University of Toronto, Students Developing Software Team

May 2022 – September 2022

- Assisted in developing MarkUs - a Rails application used for submission and grading by 3 academic institutions.
- Redesigned file submission by providing students with a checklist and an option to rename their files.
- Created multiple UI/UX elements such as drag and drop, emoji annotations and improved 400 error pages.
- Improved assessment reports for an easier transfer of grades to other platforms such as Quercus and Crowdmark.

Computer Science Intern

Toronto, ON

University of Toronto, Sidney Smith Commons

May 2022 – September 2022

- Provided peer support and academic guidance to current and incoming Computer Science students.
- Handled correspondence via email with over 500 newly admitted Computer Science students.
- Developed Instagram content for over 4000 followers to improve student engagement and outreach.

Instructor

Remote

Mathstronauts

October 2021 – Present

- Teaching web and game development to high school students in an online setting.
- Maintaining version control for students' projects, template code files and lecture notes using GitHub.
- Preparing weekly slideshows, Kahoot quizzes and assignments to improve student learning.

PERSONAL PROJECTS

Expense Tracker | *MongoDB, Node.js, React*

[Website](#) [GitHub](#)

- Developed a full-stack web application to help users keep track of their expenses.
- Implemented Google OAuth for authentication.

Weather Forecaster | *Node.js, React, REST APIs*

[Website](#) [GitHub](#)

- Developed a full-stack web application that shows the weather forecast for a searched location.
- Uses REST APIs of Mapbox and OpenWeather to receive the weather forecast data in JSON.

The Seasons Collection: Spring | *Unreal Engine 4, C++*

[Steam](#)

- Developed a 3D First Person Shooter game.
- Published on Steam with over 15000 unique units activated.
- Integrated Discord Rich Presence using Discord's API and SDK.

TECHNICAL SKILLS

Languages: Python, Java, Ruby, HTML/CSS, JavaScript

Frameworks and Libraries: React, Redux, Node.js, Express, Rails, Jest, RSpec

Developer Tools: Git, GitHub, Docker, Windows Subsystem for Linux

Cloud Platforms: Google Cloud Platform, Amazon Web Services, Heroku

Database Program: PostgreSQL, MongoDB (with Mongoose)

Microsoft Office: Excel, Word, PowerPoint, Publisher, Access

Adobe Creative Cloud: PhotoShop, Illustrator, Premiere Pro, Audition, After Effects