Dhrishaj Garg

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Education

The University of Manchester

September 2021 – Present

BSc (Hons) Computer Science with Industrial Experience

Manchester, United Kingdom

- Achieved First Class (1:1) Honours (77%) in the first year.
- Modules Taken: Programming (in Java and Python), Data Science, Introduction to AI, Operating Systems, Databases, Algorithms and Data Structures, Software Engineering, Programming Languages and Paradigms.
- Upcoming Modules: Introduction to Visual Computing, Machine Learning, Distributed Systems

Jasudben M. L. School

June 2006 - May 2021

Council For The Indian School Certificate Examinations

Mumbai, India

• Achieved grade of 92% in ISC (grade 12) and 96% in ICSE (grade 10) examinations.

Experience

The University of Manchester

September 2022 – Present

Student Ambassador

Manchester, United Kingdom

• Promoted the university by attending webinars, giving campus tours, and talking to prospective students during university Open Days.

Smartech Global Solutions Ltd.

July 2022 - August 2022

Software Intern

Mumbai, India

- Designed wire-frames for Enterprise Resource Planning software, and mobile and web applications.
- Developed website search for company website using Azure Cognitive Services.
- Evaluated available APIs and resources and created reports to compare APIs depending on their efficiency, cost, and usability.
- Guided the working of projects by communicating the needs of the client to the respective programmers, communicating the concerns of the programmers with the clients and making progress reports.

Projects

Spam Email Classifier | Python, Jupyter Notebook

May 2022

• Designed an algorithm that classified and identified spam email with 96.34% accuracy using Bayes Theorem.

Patch - Pet Matchmaking Website | HTML, PHP, JavaScript, MySQL

January 2022 - April 2022

- Coordinated a team of 7 people to build a website that aimed at finding friends for a user's pets.
- Developed skills such as web development using PHP and HTML, database management using MySQL, effective use of Git, time management and effective communication using Trello Boards.

Dolphin Dash | Python

October 2021 - November 2021

- Programmed a playable dolphin that dodged using collision detection. Completed user experience by making option to pause/unpause game, save progress, restart game and store user's score to display in a leader board.
- Learned more about Python programming, animations using Tkinter, file handling, and procedural programming.

Technical Skills

Experience with: Python, Java, SQL, GitHub, Android Studios, MySQL, Linux/Unix Systems, Jupyter Notebook Exposure to: C, JavaScript, HTML, CSS, SQLite, Eclipse

Leadership / Extracurricular

PASS Leader | Department of Computer Science

September 2022 - Present

• Guided first year students through university life. Facilitate peer supported learning and am a point of contact for students for university resources.

Events Officer | UniCS - University of Manchester Computer Science Society (unicsmcr.com) June 2022 – Present

· Collaborated with different departments of UniCS to keep the society running smoothly, organising social events and weekly workshops for student at the University of Manchester. Manage a team of 10 members.

Secretary | UoM Disney Society

• Started a new society for like-minded Disney enthusiasts which reached a membership of over 170 members.

Student Representative | Faculty of Science and Engineering

September 2021 – June 2022

• Voiced student concerns to the faculty and gave the Department of Computer Science both negative and positive feedback from students. Attended monthly meetings with faculty and fellow student representatives.

Awards

Best Intern | Smartech Global Solutions Ltd.

August 2022 June 2022

Certificate of Active Rep Participation | Manchester Students Union

July 2019

Smt. Yasmin Contractor Prize for Humanitarian Value | Jasudben M. L. School Prize for Excellence in Computer Application | Jasudben M. L. School

July 2019