

# 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 Honours (77%) in my first year at University.
- Relevant Modules: Introduction to Programming (Java and Python), Data Science, Introduction to AI, Databases, Machine Learning, Algorithms and Data Structures, Introduction to Visual Computing, Distributive 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

### Smartech Global Solutions Ltd.

July 2022 – August 2022

*Software Intern*

*Mumbai, India*

- Designed wireframes for ERP software, and mobile and web applications.
- Set up website search for company website using Azure Cognitive Services.
- Explored available APIs and resources that could enhance product quality.
- Managed 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

### Patch - Pet Matchmaking Website | *PHP, JavaScript, MySQL*

January 2022 – April 2022

- Managed a team of 7 people as a part of the First Year Team project to build a website that helped users find friends for their pets.
- Developed skills such as web development, database management, effective use of Git, managing a team, collaboration, software testing, time management, and effective communication.

### Dolphin Dash | *Python*

November 2021

- Created a playable dolphin that needs to dodge animated sharks, whales and jellyfish and eat the animated fish. To complete user experience made option to pause/unpause game, save progress, restart game and store user's score to display in a leader board.
- Learned about Python programming, animations using Tkinter, file handling, and procedural programming

## Technical Skills

**Languages:** Python, Java, C, HTML/CSS, JavaScript, SQL

**Tools and Technologies:** VS Code, Android Studio, GitHub, Linux, MySQL, SQLite, Jupyter Notebook

## Leadership / Extracurricular

### PASS Leader | *Department of Computer Science*

September 2022 – Present

- Enabled first year students to navigate through university life. Facilitated peer supported learning and was a point of contact for students to address their difficulties.

### Events Officer | *UniCS*

June 2022 – Present

- Organised regular social events and workshops for student at the University of Manchester. Managed a team of 10 members and collaborated with different departments of UniCS to keep the society running smoothly.

### Secretary | *UoM Disney Society*

June 2022 – Present

- Revived an old society by getting together like-minded Disney fanatics and created a wholesome and friendly environment. Managed the relationship of the society with other society and the conflicts within our society.

### 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

## Awards

**Best Intern** | *Smartech Global Solutions Ltd.*

August 2022

**Certificate of Active Rep Participation** | *Manchester Students Union*

June 2022

**Smt. Yasmin Contractor Prize for Humanitarian Value** | *Jasudben M. L. School*

July 2019

**Prize for Excellence in Computer Application** | *Jasudben M. L. School*

July 2019