

DHRON JOSHI

2A Computer Science

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dhron.github.io \diamond github.com/dhron

SUMMARY OF QUALIFICATIONS

C/C++	4 months programming in the context of algorithm design, data structures and OOP.
Racket	4 months programming in the context of designing programs in a functional paradigm.
Bash & Linux	4 months developing in a linux environment.
Git	Current and consistent use of version control on GitHub.
HTML/CSS	Familiar with designing and coding web pages, and implementing web frameworks.
Soft Skills	Able to easily simplify and explain technical information, excellent verbal and written skills with a focus on professionalism and working in a team, able to typeset documents in L ^A T _E X.

EDUCATION

Candidate for <i>Bachelor of Computer Science</i> <i>University of Waterloo</i>	September 2015 - Present
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Relevant projects:

- Applied the knowledge of graph theory and wrote a Racket program that solves Criss-Cross puzzles given the puzzle's text file and a set of strings as potential fillers.
- Each string is tested in a potential spot and the state of the puzzle is altered with the correct string is placed.

Relevant courses:

- Object-Oriented Software Development (C++), Designing Functional Programs (Racket), Elementary Algorithm Design and Data Abstraction (C)
- Introduction to Academic Writing, Communications in Mathematics and Computer Science
- Codecademy: JavaScript and PHP Courses

PERSONAL PROJECTS

dhron.github.io	January 2016 - Present
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- Independently learned HTML and CSS to code a personal web page to document my personal projects, and to use as a blogging outlet.
- Implemented CSS frameworks to increase fluidity in my web design.
- Intend to learn more about web technologies and implement them on this domain.

WORK AND RELEVANT EXPERIENCE

Konnichiwa Japan Club (KonJa) - Language Culture Exchange Team	January 2016 - April 2016
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- Productively worked under time constraints to create and host events throughout the term: Japanese Calligraphy Day, Japanese Cooking Day, Japanese Games Night.
- Served as a dependable outlet to individuals who want to learn about Japanese culture.
- Executed well-planned events with the team that led to an overall positive club involvement by members.

Kumon - Workbook Grader	June 2013 - September 2013
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- Quickly graded children's math and English work to give feedback to improve their understanding.
- Effectively explained and communicated errors in student's work.
- Served as a reliable source of help for students in their learning process.

INTERESTS

- Learning Japanese
- League of Legends API
- Web Development & UI/UX
- Data Structures
- Discrete Mathematics