Dhruv Mehandiratta

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EXPERIENCE

Academic Experience

UNIVERSITY OF NEW BRUNSWICK, Fredericton— Graduate Student Teaching Assistant

January 2020 - Present

- Working enthusiastically as a TA for the Mobile Application Development Course (CS2063) at UNB.
- Assisting the instructor in the lab by preparing documentation and solving the doubts of the students during hands-on sessions in the lab.

UNIVERSITY OF NEW BRUNSWICK, Fredericton— Student Assistant October 2019 – Present

• Working independently on a Distributed Database and Caching project in Big Data Lab at UNB.

UNIVERSITY OF NEW BRUNSWICK, Fredericton— Graduate Student Research Assistant

October 2019 - December 2019

 Worked (in a team) on a Data Science project for Centre for Advanced Studies Atlantic (CASA) for making decisions on real time data which involved Data Science methodologies and some Statistics concepts like resampling and bootstrapping.

Industrial Experience

TATA CONSULTANCY SERVICES, Bangalore (India) — Assistant System Engineer

November 2018 - May 2019

• Worked in SAP-Business Warehousing, Business Intelligence.

LIVELIKE SPORTS TECHNOLOGIES INDIA PVT. LTD., Gurgaon (India) -Associate Software Engineer

July 2018 - October 2018

- Worked in the Client Development team for the project "Showcase App", which included all the features of every sport in which the company deals.
- Developed Angles Tab and Schedules Tab (in the Virtual Reality app) using Unity, C#, UniRx (Reactive extension for Unity) and Zenject (Dependency Injection).

LIVELIKE SPORTS TECHNOLOGIES INDIA PVT. LTD., Gurgaon (India) - Software Developer Intern

January 2018 - June 2018

- Worked in the Client Development team for the project "FIFA WC-18" and "Roland Garros (RG)-2018". In RG, I was involved in the development of table tabs and whole app customization (Frontend as well as Backend).
- Coordinated with the production team during the live game. In FIFA WC, I tested and customized 11 apps in a team for different clients during the live tournament.

TATA CONSULTANCY SERVICES — *Software Developer Intern* June 2017 – July 2017

• Developed an Android application for Health Solutions named "Instant Remedy" in which the patients can share their problems and the doctors recommend them the remedies. PlayStore Link: - https://goo.gl/K9Twdb

EDUCATION

UNIVERSITY OF NEW BRUNSWICK, Fredericton

September 2019 - Present

Master's in Computer Science by Coursework. – GPA: 3.8/4.3

UNIVERSITY SCHOOL OF INFORMATION, COMMUNICATION & TECHNOLOGY, New Delhi (India)

August 2014 - June 2018

Bachelor of Technology (Information Technology). - 78.01%.

TECHNICAL SKILLS

- Technologies/Skills: Core-Java, C#, C, CPP, SQL, JS, Git, Android app development, Unity Game development (2d/3d, VR), Firebase.
- *Libraries*: Zenject, UniRx, Numpy, Pandas, MatplotLib.
- Workspaces: Unity, Visual Studio, Visual Studio Code, Android Studio, Eclipse, PyCharm, Microsoft Office.
- OS: Linux, Windows, Mac OS.

PROJECTS

Movie Spot — An Android Application for new movies & TV shows' recommendations.

- Developed and deployed an Android app that contains movies, TV shows and celebrities' ratings and reviews.
- The application runs on the Movie-DB API and gets updated automatically with the new movies. Platform: - Android Studio, Java. PlayStore Link: https://goo.gl/G5u4kz

VR Game — An Android application for Google Cardboard which comprises of 2 Virtual Reality games.

 Developed an Android app that contains two VR games: MazeWalk and Adrenaline Rush. Platform: - Unity, C#.

MOOCs Analysis— Analyzing MOOCs students' data.

 Analyzed the possible reasons for low completion ratio of MOOCs.

Platform: Python, NumPy, Pandas, Matplotlib.

ACHIEVEMENTS

- I Assurance V Certification (Jan '17 Feb '17)- Tata Consultancy Services Quality Assurance Online Course.
- Data Structures in Java Certification (Jan'16-Apr'16)- Classroom course by Coding Blocks, New Delhi.
- Android App Development Certification (Jan'17-Apr'17)- Classroom course by Coding Ninjas, New Delhi.