

Dhruv Maniar

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EDUCATION

Texas Tech University

Bachelor of Science in Computer Science / Minor in Mathematics

Anticipated Graduation: May 2024

SKILLS / AWARDS

- **Programming Skills:** C, C#, Python, JavaScript, HTML, CSS, PHP
- **Frameworks, Data Science, Tools:** Numpy, Bootstrap, GitHub/Git, GCP
- **Awards/ Certifications:** Texas Tech Presidential Merit Scholarship, President's List, Dean's List, Udemy 100 Days of code, Livewire Web Designing

EXPERIENCE

First-Generation Transition and Mentoring Program, Texas Tech University, USA

Marketing and Social Media Student Assistant

February 2023 – Current

- Assisting the FGTMP in promoting events by creating content such as writing social media posts, designing graphics, creating videos, and developing infographics for various social media platforms.
- Analyzing market data to prepare reports, provide insights and recommendations to help develop effective marketing strategies for the target audience.

Archer Hotels and Resorts Pvt.Ltd, Lonavala, India

Front End Internship Program

August 2020 – December 2020

- Designed and modified the homepage using HTML5, CSS, JavaScript & PHP for Resort Silver Hills.
- Designed and developed a digital menu card for the culinary department using visually appealing illustrations, adobe photoshop, coral draw and illustrator applications for website content.

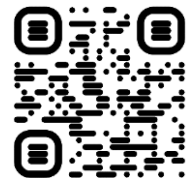
TECHNICAL PROJECTS

Toby's Terror

- Led a team of 4 to design a 3D game environment and implemented game functionalities using C# in Unity.
- Implemented NavMesh and a finite state machine to enable the AI foe to navigate the game world.
- Enabled communication between user interface and AI engine to ensure a smooth gaming experience.

Portfolio Website

- Developed a responsive, mobile-first website to showcase a digital portfolio.
- Utilized HTML, JavaScript and CSS to create engaging user interfaces and effects.



Valorant Discord Bot

- Led a team of 4 to develop a Discord bot using Python and SQL for Valorant game players.
- Designed five functionalities including agent selection, map strategies and shooting tips.
- Deployed on GCP for availability to over 18M players worldwide.

Shortest Path Finder

- Architected an algorithm using Dijkstra's and Bellman-Ford algorithms to calculate optimal path.
- Computed data on campus map, building positions, and distances to create a graph.
- Translated data into algorithm usable format using buildings as nodes and inter-building distances as edges.

Dual-Tone Multi-Frequency Encoder and Decoder

- Led a team of 3 to develop a decoder for telephone keypad digit sounds based on sound frequency analysis.
- Architected an algorithm in Python to apply Fast Fourier Transform on the sound signal to separate the frequencies.
- Analyzed and visualized data sets of over 280 WAV sound samples using frequency graphs.