Dhruv Maniar

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EDUCATION

Texas Tech University *Anticipated Graduation: May 2024*

Bachelor of Science in Computer Science | Minor in Mathematics *GPA 3.3*

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 *February 2023 – Current*

Marketing and Social Media Student Assistant

- 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 *August 2020 – December 2020*

Front End Internship Program

- 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 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 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.