Divya Pateliya

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EDUCATION

University of Lethbridge, Lethbridge, AB   Anticipated – April 2025
B.Sc. & B.Mgmt in Computer Science and Business Management
Minor in Mathematics

Relevant Coursework: Software Engineering, Data Structures & Algorithms, Data Science & Analytics, Database Systems, Data Mining and Deep Learning, Statistics, Artificial Intelligence

PROFESSIONAL WORK

Software Developer Intern   Jan 2024 – Present
Arcurve Inc.   *Calgary, AB*

- Adapted Blazor and .NET Core technologies to develop a powerful internal application to streamline critical business processes.
- Developed and deployed comprehensive features that impacted company-wide day-to-day operations resulting in a **20%** reduction in administrative workload.
- Redesigned internal communications by adding extra features to the Email Service Bot.
- Streamlined project management by integrating Azure DevOps for task tracking, version control, and CI/CD pipelines, leading to a **20%** decrease in project delays.
- Achieved a significant enhancement in system scalability by refactoring backend logic, cutting processing time by **35%**, optimizing code performance and maintainability.
- Drafted comprehensive deployment procedures, standardizing application deployments across environments and lowering deployment failures by **50%**.

PROJECT WORK

Team Lead / Full-Stack Developer   April 2024 – Present
Vilas Esthetics & Nails Spa   *Calgary, AB*

- Directed a team of six in developing a Full-Stack website with Next.js 14, TypeScript, and React; boosted client's online presence and improved client user engagement.
- Facilitated Agile processes to propel project advancements, enhance teamwork, and meet changing client requirements, resulting in a **22%** rise in client approval scores.
- Managed bi-weekly client update meetings, improving project transparency, and reducing feedback turnaround time by **50%**, leading to a **30%** acceleration in project milestones.
- Implemented Google Business Profile APIs to retrieve and display customer review data

Unity Apprentice   May 2022 – August 2022
Help Us Defend   *Remote*

- Collaborated with a team to design and implement engaging, kid-friendly game concepts.
- Developed proficiency in C# programming and utilized scripting to create and manage objects within the Unity game development environment.

Titanic Dataset Analysis | Sklearn, Pandas, Matplotlib, Seaborn   *(Source Code)*

- Developed and implemented a decision tree to breakdown information of categorical data
- Designed multiple graphs to present raw data for further interpretation
- Applied methods of data wrangling and preprocessing to make a random forest model
- Achieved a model accuracy of **78%** to determine survivability of passengers onboard

TECHNICAL SKILLS

Languages: C++, C#.NET, Python, TypeScript, JavaScript, SQL, HTML5
Frameworks and Libraries: Tailwind CSS, MySQL, React, Next.js, Blazor, .NET Core
Tools and Platforms: GitHub, Jupyter Notebook, Git, Vercel, Azure DevOps, Miro