Jasmeetsingh Khalsa

949-844-1671 | Pullman, WA | j.khalsa@wsu.edu | LinkedIn | GitHub

EDUCATION

Master of Science, Computer Science **January 2021 – Present**
Washington State University, Pullman, WA

Bachelor of Engineering, Computer Engineering **July 2015 – May 2019**
University of Mumbai, India

TECHNICAL SKILLS

Programming Languages:	Python, SQL, Java, C (Programming Language), JavaScript, HTML, CSS
Databases:	MySQL, Postgres, SQLAlchemy, Django ORM
Environments & IDE:	Anaconda, Jupyter, Colab, PyCharm, VS Code, Postman
Frameworks, VCS, APIs:	Django, Flask, Github, Azure DevOps, REST API, XML, JSON

PROFESSIONAL EXPERIENCE

Software Development Intern |UnoBot Inc, Mumbai, India **November 2020 – February 2021**

- Worked on rewriting/creating APIs that adds new features in its functionalities by accepting different formats of inputs, wrote extensive test cases for each new feature which resulted in **100% compliance**.
- Migrated SQL queries to Django ORM to provide **better performance**.
- Identified areas for modifications in existing programs by extensively using debugging tools to investigate the bugs and issues and subsequently worked on solving them.
- Used Git for version controlling and regularly pushed files to Azure DevOps

Python Developer Intern | Trivia Softwares, Mumbai, India **June 2020 – September 2020**

- Written Python Scripts to parse unorganized data from API calls and used it to extract information to either process further or to store it into SQL server.
- Got exposure to domains such as GUI development, PDBC, Application Development.

ACADEMIC PROJECTS

Toxic Comment Classifier – Python, Machine Learning, Flask **December 2021**

- Performed Exploratory Data Analysis & Data Preprocessing on a large dataset of Wikipedia comments to understand the structure of data and to preprocess the data(remove numbers, punctuations, stop words etc.)
- Transformed the preprocessed data into feature vectors using TF-IDF Vectorizer.
- Implemented Logistic Regression, KNN, Multinomial Naive Bayes and Random Forest Classifiers on transformed data and obtained average F1 score of **89.48%** for each label.
- Developed a Front-End UI using Flask to classify a user provided sentence using trained Random Forest Classifier.

Analysis of Covid Data Using Geographic Networks – R, Network Science **May 2021**

- Created networks, Analyzed, and visualized the spread of Covid-19 using a geographic network (called MSOA) of Leicester city which is a small area in UK and showed how a network structure allows us to create powerful features intuitively and quickly.

Student Management System - Python, PDBC, SQLite3, Tkinter, Beautiful Soup **December 2020**

- Successfully built a management tool with a real-life application to manage student data.
- Designed and created a database in SQLite3 to store records of students like Roll Number, Name and Marks.

Sorting Visualizer – Python, Tkinter, Sorting Algorithms **November 2020**

- A python GUI based application that helps user to visualize how different sorting algorithms work when sorting an array. Six of the most popular sorting algorithms were implemented here
- Successfully Implemented 6 most popular sorting algorithms.

Handheld Gaming Console – C Programming **April 2019**

- Led a team of 4 to build a game engine for embedded devices with collision detection and 2D graphics.
- Created a game called 'Cars' in handheld console that showed the use for this game engine.

Achievements, Certifications and Extra-Curricular

- **1st place in a coding competition –** Organized by Tech-Cryptors
- Elected **Senator** at Graduate and Professional Student Organization **(GPSA)** to represent Graduate and professional students of Electrical Engineering and Computer Science Department.
- **TensorFlow Developer Specialization** by Deeplearning.ai
- **Algorithmic Toolbox** by University of San Diego