

Harshvardhan Shinde

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EDUCATION

University at Buffalo

Bachelor of Science in Computer Science with a Minor in Mathematics

Buffalo, NY

Present

Shenendehowa High School

Honors Regents Diploma with NYS Seal of Biliteracy

Clifton Park, NY

Aug. 2021 – June 2023

TECHNICAL SKILLS

Languages: Java, Python, C/C#, JavaScript, HTML/CSS

Frameworks: Flask, spaCy, JavaSwing

Developer Tools: Git, VS Code, Unity Game Engine, PyCharm, IntelliJ, Apache NetBeans

Libraries: Pandas, Scikit-learn, Pickle, Pygame, NumPy, Matplotlib, OpenCV

Natural Languages: French, Marathi, Hindi, English

EXPERIENCES

Honors Connections Peer Mentor

University at Buffalo

July 2024 – Present

Amherst, NY

- Provided guidance and support to 3 first-year Honors students, facilitating their transition to university life and the Honors College experience
- Organized and conducted initial virtual and in-person meetings, fostering a welcoming and inclusive environment while encouraging participation in campus activities.
- Acted as a resource for academic and social inquiries, addressing mentees' concerns and promoting engagement within the Honors College community.

Programming Competition (Python)

Sienna College

April 2022 – April 2023

Loudonville, NY

- Participated in a programming contest with thousands of students, working in small teams to solve a challenging set of problems over 3-4 hours.
- Demonstrated enhanced teamwork, problem-solving abilities, and composure under pressure.

Camp Invention

Shenendehowa High School

June 2021 – June 2022

Clifton Park, NY

- Served as a mentor to Counselors in Training (CIT), leading a group of 30+ participants in STEM curriculum
- Acted as a trusted liaison between parents, the program director, and participants, contributing to increased retention rates over the year.

PROJECTS

Sentiment Analysis | *Python (Flask)*

July 2024 – Present

- Developed a sentiment analysis model to classify reviews as positive or negative.
- Used Python's data manipulation and machine learning libraries to preprocess text, convert it to TF-IDF features, and train a logistic regression classifier, achieving 91% accuracy on the test set.
- Developed a web application using Flask for backend processing and HTML/CSS for frontend presentation. Implemented dynamic redirection to specific webpage sections based on user input, enhancing navigation and user experience.

Personal Website | *HTML/CSS, JavaScript*

June 2024 – Present

- Developed a website to showcase projects, experience, and personal milestones using HTML/CSS.
- Implemented GitHub pages to host website

Aim Sharp | *Java (JFrame, GUI)*

November 2023 – Present

- Developed a game using Java, whose purpose is to enhance your aim training
- Used as a tool for practicing for other First Person Shooter (FPS) games and elevate skill.

AWARDS / RECOGNITION'S

UB Hackathon | *1st Place Finish*

November 2023

- Official University at Buffalo 24-hour hackathon to create inspiring new project in small teams up to 4 people sponsored by Major League Hacking
- Over 500+ competitors and 100+ projects.