

Het Makadia

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🎓 EDUCATION

Bachelor of Science - Computer Science,
California State University Long Beach

January 2019 – present | Long Beach, USA

📁 PROJECTS

SignTalk, (*React, Github, Web Application*)

Participating (team of 4) in Google's Solution Challenge 2022 and preparing a web application that allows people with hearing and speaking disabilities to utilize sign language on a camera and display their results into test.

Phishing Attack

- Planned and executed a phishing attack in the group as coursework.
- For that, we used AWS, blackeye, social fish and implemented using fake website and email. AWS redirects to ngrok. In this attack, we planned to get users' LinkedIn Ids and Passwords.
- We caught students to put in their usernames and password pretending that it is a part of the assignment. Overall we got about 60% of students clicked the link.

Dungeon Master Game, (*Java, Object-Oriented Programming, Visual Studio Code*)

- Using Java, its class relationship concepts and other concepts like Abstraction and Interfaces, made a program that allows users to explore a dungeon maze and fight monsters that come across.
- Other function like healing up the user, start place, and finish place was also added.
- This helped me to apply object-oriented programming and build accordingly. I used VSC during the making of the program.

BookStore System, (*Data Structures, Python, Visual Studio Code*)

- Learned and applied concepts of Data Structures to build an bookstore system throughout the semester.
- Worked on lists, maps, sorts, and queues to build the different functionality to modify the lists and cart in bookstore.

👜 PROFESSIONAL EXPERIENCE

Learning Technologies and Design Student Assistant,

August 2021 – present | Long Beach, USA

Academic Technology Services, CSULB

- Provide phone, e-mail, virtual, and walk-in support for BlackBoard Ally, BeachBoard, and all integrated instructional technology.
- Evaluate and modify learning materials of a variety of formats, including and not limited to print, graphics, video, animation, and multimedia, to meet accessibility standards for online and hybrid courses.
- Consult and work with Instructional Designers and Subject Matter Experts to develop, revise, evaluate and maintain accessible course materials and documents for instructor-led and e-learning delivery.
- Aid with technology tools and methods, use of instructional software, and effective uses of multimedia sources in relation to Accessibility.
- Assist in the design, development, and delivery of training for faculty in the use of instructional technologies such as Ally to support meeting accessibility. Facilitate training sessions related to Accessibility

🧠 SKILLS

Technologies (Java, Python, JavaScript, React.js, HTML, CSS, SQL, Github, C++)

Conceptual Skills (Software development, Problem Solving, Object-Oriented Programming, Algorithms, Data Structures)

Professional Skills (Time Management, Adaptive Team Player, Loyalty, Growth Mindset.)

🤝 ORGANISATIONS

Google Developers Students Club, CSULB, *Creative Lead (Core Team)*

Long Beach, USA

Association for Computing Machinery, CSULB, *Member*

Long Beach, USA

🏆 CERTIFICATES

Software Development 

Completed Software Development course on Udemy.com. : UC-24dc32ffe0ba-40be-81e4-40e9578ce405

IMO

Achieved percentile score of 86.49 in IMO 2017 held by Science Olympiad Foundation

Robotics

Completed 29 sessions of Core-Robotics, Basics at RoboFun Lab