

KAHAN DESAI

Waterloo, Ontario, N2T 2E2

647-897-2004 | kahandesai2114+professional@gmail.com | <https://www.linkedin.com/in/kahandesai/>

TECHNICAL SKILLS:

Programming: C/C++, Python, JS, NodeJS, React, React-Native, Kotlin.

Tools/Tech.: MySQL, MongoDB Atlas, Git, Azure, Flask, Pandas, Figma, AdobeXD.

Skills: System Analysis and Design, Object-Oriented Programming, Data Structures & Algorithms, [Math Skills: Adv. Calculus, Data Analysis, Adv. Algebra & trigonometry, Probability, Discrete Math. & Algebra, 3D Geometry & Vectors], Data Science, MERN stack, [Web/Mobile/Backend/Frontend etc.]

RELEVANT EXPERIENCE:

Software Developer

May 2023 – Present

UinSports Inc. | Waterloo, Ontario

- Created components in **React-Native** for the Mobile App revamp as per the Figma design.
- Formed APIs using Python for the application. Worked in an Agile Environment (Scrum).

EDUCATION:

Bachelor of Computer Science (Honours)

Sep 2022 – Aug 2026

Conestoga College | Waterloo, Ontario

Avg: 84.41, GPA: 3.66

PROJECT WORK:

RoadQuest: Driving-Skills Assessment Application

Sep 2023 – Dec 2023

- Utilized **Node.js** for back-end development as well as API and **Kotlin** for Android-native app development, worked on real-time sensor integration and algorithmic programming. **MongoDB Atlas** was used for database management, while **Azure Boards** was used for sprint management.

LazyPrint: Simplified Printing

Sep 2023 – Dec 2023

- Implemented dynamic scheduling algorithms and sorting functions for LazyPrint using **Python**.
- Employed **ReactJS** for front-end development, **Pandas** for data manipulation in scheduling, and **Flask** for API implementation; played a vital role in usability testing and feature refinement.

Study-Incentivizer: Gamifying Self-Study

Oct 2023

- A gamified self-study app in an 8-hour ConHacks hackathon, utilizing **ReactJS** for frontend and **Python** for backend; implemented face and screen-content tracking for authentic study sessions.

NN Classifier: Predicting Phone Orientation

Apr 2023

- A project in **C++** that reads phone sensor data, predicts orientation, and manages training data & files.

Saviour In Darkness:

Feb 2023 – Apr 2023

- An interactive console-based game completely written in C language for a team-based software development course. Typical hero-demon strategy-based game with varied difficulty levels.

Tutoring and Leadership (Community):

- **President:** KW Chess Club | **Instructor:** Williamsburg Community Association | **Teacher:** Grand River Chinese School | **Youth/Program Leader:** City of Kitchener | **Team Lead:** Conestoga eSports hub

Communication and Leadership (Business):

- **Corporate Trainer:** AGM Advantage | **Door-to-Door Sales:** Home Service Solutions

Noteworthy Events (Tech and Innovation):

- **Startup Representative:** Collision Conference 2023 (Toronto) | **ConHacks 2023:** Conestoga