

KAHAN DESAI

Waterloo, ON | 647-897-2004 | kahandesai2114@gmail.com | [linkedin.com/in/kahandesai](https://www.linkedin.com/in/kahandesai) | github.com/kahan-cs

TECHNICAL SKILLS:

Programming: C/C++, Python, Java, JS, HTML+CSS, C#, React-Native, Kotlin, NodeJS, ReactJS.

Tools/Tech.: Visual Studio, AWS (Cloud9, EC2, S3), Azure DevOps, JIRA, ASP.NET (Blazor, MAUI), MySQL, MongoDB, Git, Docker, MS Office Suite, Wordpress, Postman, JMeter, Selenium, Flask, Pandas, Power BI, VirtualBox, WireShark.

Skills: Problem Solving, Data Structures & Algorithms, Full-Stack Development, Cloud computing, APIs, Backend services, Debugging, QA & Testing, Network Protocols, ML & Data Sci., Team Player*, Communication* (*See additional exp.).

Competitive Participation: DSA & DP: [CodeForces](https://www.codeforces.com), [Geeksforgeeks](https://www.geeksforgeeks.org) | Data Sci & ML: Kaggle.

EDUCATION:

Bachelor of Computer Science (CO-OP)

Conestoga College | Waterloo, Ontario

Sep 2022 – Aug 2026

GPA: 3.72/4.00

Highlighted courses:

- A+ in Software Design (**Java**), Probability and Statistics (**R prog.**), UX Testing tools (**UI/UX: Research based**), Object Oriented Programming (**C++**), System Analysis Design (**Azure DevOps, JIRA**), Database Management Systems (**MySQL**), Linear Algebra and Discrete Math (*Recommendation letters available*)
- A+ in Project based courses in all 4 semesters, indicating skills like: teamwork skills, version control, full-stack software development, DevOps, and various testing methodologies.
- Currently Learning: Parallel Computing, Data Science and ML, Neural Networks, Cloud Computing with AWS.

RELEVANT EXPERIENCE:

Web Master

[KW Chess Club](#) | Kitchener, Ontario

Apr 2024 – Present

- Optimized cloud services on **Hostinger**, reducing hosting costs by over 65% while ensuring scalability to handle traffic spikes, along with regular maintenance of website.
- Improved website usability and UI using various plugins in **WordPress**, reducing redundant inquiries by almost 90%.
- Developing **full-stack website** with membership, merchandise, and account management integrated, as well as automated services for notifications, updates, scheduling, etc.
- Utilizing **NodeJS** for backend services, and **ReactJS** for the UI of the website; with database in **PostgreSQL**.

Software Developer

[UinSports Inc.](#) | Waterloo, Ontario

May 2023 – Aug 2024

- Developed 8 reusable **react-native** components for [Mobile app](#) covering the sports statistics and payment gateways.
- Contributed to Back-end development using **Python** micro-services, deployment on **Docker** (with **AWS Cloud**).
- Added UI enhancements that improved user satisfaction and streamlined UX, increasing user retention by 25-30%.

PROJECT WORK:

Smart home innovation (*Enterprise Level, IoT based*)

Feb 2024 – Present

- Developing the backend for the Home App using **.NET MAUI** for cross-platform support and **MVC** architecture, while implementing a CI/CD pipeline for automated testing and deployment in an Agile environment.
- Leveraging **Entity Framework Core**, with **SQLite**, for efficient local database management by utilizing its object-relational mapping (ORM) solution that enables **LINQ** queries for complex data manipulation.

Conestoga Connects

Feb 2024 – Apr 2024

- Developed a peer networking platform with separate client and admin portals using **C#** and **Blazor WebAssembly**, integrated with **MongoDB** for database management and **ASP.NET Core** for user authentication.
- Conducted comprehensive **testing** with over 97% code coverage using **BUnit**, **NUnit**, **MSTest**, **JMeter**, and **Selenium WebDriver** for UI, server, and performance optimization.

RoadQuest: Driving-Skills Assessment Application

Sep 2023 – Dec 2023

- Utilized **Express-NodeJS** for the back end to incorporate features like navigation functions and real-time monitoring of smartphone sensors for driving skills assessment, and managed project with **Azure DevOps**.

- Utilized **MongoDB** for database management, while implementing the Android-native mobile UI in **Kotlin** to efficiently process accelerometer and gyroscopic sensor data for precise skill evaluations.

LazyPrint: Simplified Printing

Sep 2023 – Dec 2023

- Crafted the implementation of dynamic scheduling algorithms and filter-based sorting, optimising job assignments and showcasing algorithmic proficiency, all using **Python**.
- Employed **ReactJS** for front-end, **Pandas** for data analysis in scheduling, and **Flask** for **CORS** and **REST API**.
- Provided vital support in team management, managing features pipelines, and working through internal team challenges, resulting in an 80% growth in productivity after leadership transfer.

Study-Incentivizer: Gamifying Self-Study

Oct 2023

- Guided the creation of a gamified self-study application during an 8-hour ConHacks hackathon, showcasing rapid development skills using **ReactJS** for frontend and **Python** for backend.
- Implemented face and screen-content tracking functionalities to ensure genuine study sessions, highlighting a keen focus on incorporating innovative solutions within time constraints.

Saviour In Darkness

Feb 2023 – Apr 2023

- Integrated strong foundational programming principles in **C** including pointer arithmetic, dynamic memory allocation, data structures, recursion, Enums and file handling, along with effective unit & integration testing
- Enhanced memory management and gameplay efficiency, reducing system memory usage by 15%.

ADDITIONAL EXPERIENCE:

Leadership and Executive (Community):

- President* Oct 2023 – Present
Kitchener-Waterloo Chess Club
 - Led multiple volunteer teams, overseeing club operations and event execution across KW region.
 - Allocated budgets and organized chess events, ensuring the financial health and growth of the club.
- Governor* Jun 2024 – Present
South-Western Ontario Chess League
 - Participating in high-level decision-making for chess event planning and budgeting.
 - Collaborate with Ontario Chess Association members to execute strategic plans for regional chess tournaments and events, ensuring smooth operations and optimal resource allocation.
- Teacher/Instructor* Oct 2023 – Present
Grand River Chinese School, Williamsburg Community Association
 - Teaching beginner and intermediate chess students with structured course delivery and evaluations.
- Youth/Program Leader* Jun 2023 – Present
City of Kitchener
 - Designed and led youth programs, increasing youth participation by over 50% in chess and board games programs and fostering leadership skills in over 20 youth volunteers.

Communication and Leadership (Business):

- Account Executive (Sales)* Feb 2023 – May 2023
AGM Advantage | Kitchener, Ontario
 - Conducted direct sales for Triangle Mastercard, underwent professional sales and leadership training.
- Door-To-Door Sales Representative* Nov 2022 – Jan 2023
Home Service Solutions | Kitchener, Ontario
 - Booked quotes for eavestrough replacements through effective door-to-door communication persisting even in extreme weather.

Noteworthy Events (Tech and Innovation):

- Startup Representative* Jun 2023
Collision Conference 2023 | Toronto, Ontario
 - Representing UinSports, I handled a busy booth pitching to potential investors, VCs, partners, other companies etc. for over 3 days, meeting over 4000 industry leaders, tech innovators, and businessmen.
 - Attended various tech events within the conference, learning a lot about technology and software world along the way. This included: AI, AWS cloud services, software trends, UI optimization, profitable software production, QNA with experts, User acquisition techniques, etc.



Student Achievement

Office of the Registrar

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Student Number 8826826
Issued Date: 2024-10-05

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PROGRAM		PROGRAM GPA	PROGRAM WEIGHTED AVERAGE	ACADEMIC STANDING	CONVOCATION DATE
FALL 2022	BACHELOR OF COMPUTER SCIENCE (HONOURS)	3.72	85.77	ELIGIBLE TO CONTINUE	
FALL 2022	BACHELOR OF COMPUTER SCIENCE (HONOURS)	3.72	85.77	TRANSFERRED TO NON COOP	

COURSE NUMBER	DESCRIPTION	CREDITS	HOURS	GRADE	GRADE POINT
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BACHELOR OF COMPUTER SCIENCE (HONOURS)

FALL 2022

Level 1

CON0101-100	CONESTOGA 101	0	1	AT		
MATH71010-100	LINEAR ALGEBRA AND DISCRETE MATHEMATICS	4	56	A+	94	4.00
CSCN71000-100	SOFTWARE ENGINEERING FUNDAMENTALS	3	42	A	84	3.75
CSCN71010-100	COMPUTER SYSTEMS ARCHITECTURE FUNDAMENTALS	3	42	A	84	3.75
CSCN71020-100	PROJECT I: SOFTWARE IMPLEMENTATION AND UNIT TESTING	3	42	A+	96	4.00
ENGL71200-101	SCIENTIFIC AND TECHNICAL COMMUNICATIONS	3	42	A	81	3.75
PROG71985-101	PROGRAMMING PRINCIPLES	4	56	B	74	3.00

Session GPA: 3.69

Session Weighted Average: 85.35

WINTER 2023

Level 2

PROG72365-101	DATA STRUCTURES AND ALGORITHMS	4	56	B	70	3.00
PROG71020-101	OBJECT ORIENTED PROGRAMMING	3	42	A+	90	4.00
SOC71500-101	GROUP DYNAMICS	3	42	B	73	3.00
PROG71030-100	USER EXPERIENCE DESIGN	3	42	A	86	3.75
PROG71040-100	OPERATING SYSTEMS AND SECURITY FUNDAMENTALS	3	42	B	70	3.00
CSCN71030-100	PROJECT II: TEAM BASED SOFTWARE DEVELOPMENT	3	42	A+	94	4.00

Session GPA: 3.43

Session Weighted Average: 79.95

FALL 2023

Level 3

CSCN72000-100	INTRODUCTION TO DATABASE SYSTEMS	3	42	A+	96	4.00
CSCN72010-100	SOFTWARE QUALITY I: TESTING TOOLS AND METHODOLOGIES	3	42	A	85	3.75
CSCN72020-100	COMPUTER NETWORKS	3	42	A	81	3.75
CSCN72030-100	PROJECT III: SOFTWARE DEVELOPMENT LIFE CYCLE	3	42	A+	92	4.00
SENG71000-100	SYSTEMS ANALYSIS AND DESIGN	3	42	A+	90	4.00
CEPR71050-100	CO-OP AND CAREER PREPARATION	1	14	P		

Session GPA: 3.90

Session Weighted Average: 88.80

This is not an official transcript. It is the responsibility of the student to ensure that the requirements of the program are being met. Please report omissions and errors to the Registrar's Office within 4 months of course completion. Consult the Student Guide for appeal deadlines.



CONESTOGA

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BACHELOR OF COMPUTER SCIENCE (HONOURS)						
WINTER 2024		Level 4				
STAT72000-100		PROBABILITY AND STATISTICS	4	56	A+	95 4.00
ENGL73170-101		ADVANCED TECHNICAL COMMUNICATION	3	42	A	81 3.75
CSCN72040-100		SOFTWARE DESIGN TECHNIQUES	3	42	A+	93 4.00
CSCN72060-100		SOFTWARE QUALITY II: USER EXPERIENCE EVALUATION	3	42	A+	96 4.00
COMP72070-100		PROJECT IV: MOBILE AND NETWORKED ENVIRONMENTS	3	42	A+	95 4.00
CSCN72050-101		MOBILE AND NETWORKED SYSTEMS	3	42	B+	76 3.50
		Session GPA: 3.88				
		Session Weighted Average: 89.63				
BACHELOR OF COMPUTER SCIENCE (HONOURS)						
SPRING 2024		Level 5				
GCM70000-100		CAREER MANAGEMENT IN CANADA	15	225	P	

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