

KELVIN DHOMAN

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SOFTWARE ENGINEER

- Resourceful and adaptable individual with an eager attitude that has been recognized for superb communication, adept problem resolution, and critical thinking skills, and with developing and debugging challenging technical software issues.

EDUCATION

Florida Atlantic University

Boca Raton, FL

Bachelor of Science in Computer Science, Minor in AI, Graduated Magna Cum Laude, **3.83 GPA**

May. 2021 – May 2023

Relevant Coursework: Design & Analysis Of Algorithms, Object-Oriented Design & Programming, Deep Learning & Data Science, Database Structures, Microprocessor Systems, Internet Computing, Computer Operating Systems

TECHNICAL SKILLS

Programming Languages: Python, Java, C++, JavaScript, HTML, CSS, SQL

Web Development: React.js, Node.js, Next.js, Spring, Tailwind CSS, React Bootstrap

Databases, Tools & Frameworks : MongoDB, MySQL, Git, Figma, Docker, Adobe CC Suite, WampServer

WORK EXPERIENCE

Apprentice Mechanic

May 2022 – Oct 2023

King and Queen Auto Repair LLC

Tamarac, FL

- Developed critical thinking skills through the troubleshooting and repair of cars **significantly reducing** turnaround time.

IT Assistant

April 2022 – August 2022

Florida Atlantic University - College of Nursing

Boca Raton, FL

- Created a **custom Word VBA Editor** within Microsoft Word which provided templates and specific formatting tools in order to accelerate the creation of monthly journal editions for a nursing association reducing journal creation time by **40%**.
- Responsible for technical support for a **cloud-based EHR application, eCW** which involved handling patient information, and supporting staff, and providers along with installing and configuring **network devices, and IP cameras**.

PROJECTS

Underwater Acoustic Drone Project | [Python, C, BlueROV, Linux](#)

[Link](#)

- Used a **one-of-a-kind, low-size acoustic modem** made by a Ph.D. student and developed with a group a wireless communication method to utilize the acoustic modems.
- Personally developed multiple **Python** scripts for half-duplex data transfer between the underwater drone and a transmitting acoustic modem, as well as for data processing from the receiving modem for application use.

Shopping Application | [Java, UML Diagrams, Java Swing, SQLite](#)

[Video](#)

- Led a team project** resulting in a feature-rich persistent shopping application encompassing buyer, seller, and administrator portals along with creating the technical project documentation.
- Applied design patterns including **singletons, factories, and OOP principles** to streamline the application's architecture.

Mobile Arcade Game | [Unity, C#, Google AdMob, Facebook SDK](#)

[Video](#)

- Independently developed a fast-paced, fully-featured mobile Arcade game application utilizing **Unity3D** which was downloaded **200+** times with positive reviews across Android and iOS app stores.
- Served ads with **Google AdMob**, and monitored user interactions and general analytics utilizing **Facebook SDK**
- Utilized **OOP principles** to structure and develop the codebase of the game to facilitate reusable components.

Portfolio Web page | [React.js, GitHub, Tailwind CSS](#)

[Link](#)

- Designed & Developed a professional portfolio website using React.js, showcasing my projects and skills, and implemented responsive design principles using React Bootstrap to ensure optimal viewing experience across various devices.
- Deployed the website using the **GitHub Pages** platform, ensuring high availability and fast loading times.
- Continuously updated and refined the portfolio to reflect the latest projects and skills, demonstrating a commitment to ongoing learning and growth.

Property Management Website | [MongoDB, Express, React.js, Node.js, Upload.io](#)

[Link](#)

- Developed with a group a property management website for a fictional retirement community utilizing the **MERN** stack.
- Primarily responsible for the front-end design and layout, along with certain back-end functionality with user management and administration panel pages.