Mehul Grover

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EDUCATION

Bachelor of Mathematics (Co-op)

University of Waterloo • Waterloo, ON • expected 2028

SKILLS

Bash, C, C++, Racket, Python (Pygames, NumPy, Matplot), HTML, CSS, FIGMA, JavaScript (Certified), React (Certified), Django (Certified), Scikit-learn (Certified), Azure AI (Certified), Azure (Certified)

WORK EXPERIENCE

Proctoring Solutions Researcher and Analyst | Smart Serve Ontario (WE-Accelerate) **May 2024 – August 2024**

- Collaborated with a team to provide Smart Serve Ontario with AI-driven recommendations for improving online proctoring systems. Conducted research, developed solutions, and contributed to implementation strategies to enhance proctoring effectiveness and user experience.

Software Development Intern| Akom Technologies **May 2024 – August 2024**

- Engineered the company's website with the Django framework, CSS, JS, and advanced web development languages hence enhancing the reach by 35 %.

PROJECTS

Developed a website for our startup 'Hestia' which helps students situated in Waterloo, ON find apartments and sublets.

- Developed a web platform using HTML, CSS, and Django to help students in Waterloo, ON, find and post sublets efficiently. Designed an intuitive interface, implemented comprehensive property listings, and ensured secure, reliable user experiences.

Developed a rain prediction algorithm for Australia using Scikit-learn using different ML techniques.

- Developed a rain prediction model using Scikit-learn, employing various machine learning techniques, including Logistic Regression, Decision Trees, SVM. Compared model accuracies, achieving the highest predictive performance.

Developed a game engine for Doudizhu in Racket

- Developed a game engine for the Chinese card game Doudizhu using Racket. Designed and implemented game logic, player interactions

Developed two different versions of Space-Invaders in Python using Pygames

- Developed two different version of Space-Invaders one which is a challenge of fast-moving bots which disappear when the bullet contacts the enemy and caps the score at 4.
- The second version is the normal version, and the bots are slower, the bots do not die on respawn and instead respawn at somewhere in the upper quarter of the play area.

YTBC 2021

- Reached the top 500 teams in YTBC (Young Tycoons Business Challenge) 2021 with the team name 'Maalihood'.

ACADEMIC ACHIEVEMENTS

- Distinction and Gold Medal (School Topper) in Euclid Mathematics Competition organized by the University of Waterloo.
- Scored 99.37 percentile in JEE MAINS 2023 out of approximately 1 million students
- Achieved rank 5372 in JEE Advanced 2023 out of 180,372 students
- State Rank 1 in NSTSE Olympiad in the year 2021
- School Rank 1 in NSTSE Olympiad in 2019
- State Rank 85 in NSTSE Olympiad 2018
- Cleared NMTC (National Mathematics Talent Contest) both in 2019 and 2020.
- Gold Medal (School Rank 1) in IMO organized by SOF in 2019
- Cleared first round of NMO (National Mathematics Olympiad) in 2019.
- Qualified for second round in YTBC in 2021 with Topic 'Maalihood'.
- Participated in ISMUN (Intra School United Nations) in 2017
- Gold Medal (School Rank 1) in NSO organized by SOF in 2018

- Silver Medal (School Rank 2) in NSO organized by SOF in 2019
- Qualified for Second Round of Interschool Competition Vasudha in 2022 with Topic 'Memristors'.