

Mahin Sindhvani

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EDUCATION

Bachelor of Science [Major in Computer Science]

Jan. 2023 – Present

Memorial University of Newfoundland, GPA: 3.9, Average: 89.0%

St. John's, NL

Awarded with the International Entrance Scholarship valued at \$4000

High School Diploma

April 2020 – June 2022

National Public School, Grade: 96.5%

Delhi, India

EXPERIENCE

Peer Assisted Learning [PAL] Leader for MATH1001

Sept. 2024 – Present

Memorial University of Newfoundland

St. John's, NL

- Led learning sessions to help students understand challenging mathematical concepts, to boost their confidence and to improve academic performance.
- Communicated ideas effectively, to create a supportive and inclusive environment for students.
- Managed time effectively to balance planning sessions, lead discussions, and manage other academic responsibilities.

Line-Cook

June 2023 – Present

Boston Pizza International Inc.

St. John's, NL

- Coordinated with team members to effectively complete tasks, ensuring consistent delivery of high-quality meals in a high-pressure environment.
- Adapted to changing customer requests, showcasing multitasking abilities and maintaining service efficiency.

Software Engineering Intern

July 2024 – Sept. 2024

Embrays Technologies

Remote

- Tracked and fixed software bugs using documentation tools and collaborated with senior management to implement fixes.
- Learned version control systems like Git to push, merge, and review code changes more effectively.
- Developed responsive web components by cloning and understanding designs using HTML, CSS, JavaScript, and React.

PROJECTS

IntuitiveCS [Personal] | Javascript, HTML, CSS, React, ReactFlow, Git, Vite

Jan. 2025 – Present

- Co-developed an interactive educational platform to enhance student engagement.
- Designed intuitive visualizations for Computer Logic [COMP1002] topics, simplifying abstract concepts for better understanding.
- The platform was used in a COMP1002 lab as a learning resource.

Game Of Four [Academic] | Java, Git

Sept. 2024 – Dec. 2024

- Collaborated within a team environment, demonstrating teamwork, problem-solving, and communication skills.
- Applied Object-Oriented Programming [OOP] principles to create and structure the game logic.

EXTRA CURRICULAR

71st at ICPC-NENA 2023 programming competition - Issued by the International Collegiate Programming Contest.

Volunteered for **Let's Talk Science**, helping engage young students in hands-on STEM learning activities.

Participated in **Hack Frost NL 2024**, creating innovative tech solutions for real-world problems.

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, HTML, CSS, GDScript

Frameworks: Java AWT, Swing [Java]

Developer Tools: Git, Docker, Vite, VS Code, PyCharm, IntelliJ, Eclipse, Trello, Notion

Libraries: React, ReactFlow, NumPy