Mandeep Khatri

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EDUCATION

Alabama A&M University, *Huntsville, AL*   **Expected Graduation: May 2028**
Bachelor of Science in Computer Science   **Classification: Freshman**
Relevant Coursework: Intro to Computer and Ethics (Taught by Google in Residence), Computer Science Programming I (C++), Calculus I
Honors: AAMU Full Merit Scholarship

SKILLS

Programming Languages: Python, Java, JavaScript, C++, UX/UI, HTML, CSS
Software/Frameworks: Git/GitHub, React.js, Adobe Illustrator, Photoshop, CorelDraw, Adobe XD, Visual Design
Soft Skills: Teamwork, Communication, Leadership, Problem Solving, Time Management, Critical Thinking

WORK EXPERIENCE

Junior Intern, *Techkraft*   **May 2023 – August 2023**
- Developed and debugged software applications using **Python** for backend automation and **JavaScript** for frontend features, resulting in a 20% increase in code efficiency and reliability.
- Implemented new features in **React.js** and **Node.js**, improving user interfaces and boosting user satisfaction by 15%.
- Authored comprehensive technical documentation in **Markdown** and **Confluence**, improving project transparency and reducing onboarding time by 30%.

Cloud Computing Intern, *Vasu - Nepal*   **January 2023 – March 2023**
- Developed and implemented a cloud-based IoT monitoring system using **Python** and **C++**, enhancing real-time data collection and improving data processing efficiency by 30%.
- Created a responsive web-based dashboard with **HTML, CSS, JavaScript**, improving user interaction and usability by 20%.
- Optimized system performance through testing and debugging, reducing latency by 25% and enhancing system reliability.

PROJECTS

Smart To-Do List, *Python, JavaScript*   **February 2024**
- Developed a to-do list application using **Python**, allowing users to manage tasks with adding, editing, and deleting items.
- Designed an intuitive user interface with **JavaScript**, providing seamless task management with task prioritization and deadlines.
- Ensured data persistence by saving tasks to a local text file, allowing users to keep their to-do list updated.

Tic-Tac-Toe Game, *C++*   **May 2024**
- Developed a console-based Tic-Tac-Toe game in **C++** allowing two players to play against each other with an interactive user interface.
- Implemented game logic including win detection, draw conditions, and turn-based play, ensuring smooth and engaging gameplay.
- Enhanced user experience by adding features like replay options, customizable board size, and clear instructions, making the game user-friendly.

Recipe Finder App, *React.js*   **August 2024**
- Created a recipe finder application using **React.js**, where users can search for recipes based on ingredients or dish names.
- Utilized a **JSON** file to manage recipe data, allowing for easy retrieval and display of recipes with ingredients and instructions.
- Implemented responsive design to ensure accessibility on desktop and mobile, with features like search suggestions and filtering by cuisine or meal type.

LEADERSHIP / COMMUNITY SERVICE PROJECT

Web Dev Bootcamp, *Rockvale Secondary Academy*   **May 2023**
- Organized and led a month-long "Web Dev Bootcamp" at Rockvale Secondary Academy, introducing 100 high school students to web development basics.
- Designed and delivered a comprehensive curriculum covering **HTML, CSS, JavaScript**, and an introduction to responsive design and basic **React.js** concepts.