Mandeep Khatri

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EDUCATION

Alabama Agricultural And Mechanical University, *Huntsville*   ***Graduation: May 2028***
Bachelor of Science in Computer Science,   GPA : In Progress
Relevant Coursework: Computer Science I, II & III (Python), Computer Organization I & II, Cloud Computing, Introduction to Computer Network

SKILLS

Programming Languages: Python, JavaScript, C++, HTML, CSS
Software/Frameworks: Git/GitHub, React.js, Adobe Illustrator, Photoshop, CorelDraw, Adobe XD
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, enhancing user interfaces & improving overall application functionality, leading to a 15% boost in user satisfaction based on feedback.
- Authored comprehensive technical documentation in Markdown and Confluence, streamlining team knowledge sharing and improving project transparency, reducing onboarding time by 30%.

Graphic Design Intern, *Vasu- Nepal*   ***May 2023 – August 2023***
- Designed custom vector graphics and business logos for over 10 clients, utilizing Adobe Illustrator and CorelDRAW to enhance brand visibility and deliver high-quality designs.
- Refined problem-solving and attention to detail by iterating designs in Adobe Photoshop and Figma, incorporating client feedback to achieve precise and satisfactory results.
- Managed and executed multiple design projects using Adobe XD for wireframing, Trello for project management, and Slack for team collaboration, gaining experience in both technical and interpersonal skills.

PROJECTS

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

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

Recipe Finder App   ***August 2024***
- Created a recipe finder application using React.js for the frontend, where users can search for recipes based on ingredients or dish names.
- Utilized a JSON file to store and manage recipe data, allowing for easy retrieval and display of recipes with ingredients, instructions, and cooking time.
- Implemented responsive design to ensure the app is accessible and user-friendly on both desktop and mobile devices, 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, aimed at introducing 100 high school students to web development basics.
- Designed and delivered a comprehensive curriculum covering HTML, CSS, and JavaScript, as well as an introduction to responsive design and basic React.js concepts