

# Mandeep Khatri

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## EDUCATION

**Alabama Agricultural And Mechanical University, Huntsville**

*Bachelor of Science in Computer Science,*

**Relevant Coursework:** Intro to Computer and Ethics (Python), Computer Science Programming I (C++), Calculus I

**Graduation: May 2028**

*Classification: Freshman*

## 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**

**Jan 2023 – March 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 2022**

- 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.