Mandeep Khatri

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EDUCATION

Alabama Agricultural And Mechanical University, *Huntsville* ***Graduation: May 2028***
Bachelor of Science in Computer Science, *Classification: Freshman*
Relevant Coursework: Intro to Computer and Ethics (Python), Computer Science Programming I (C++), Calculus I

SKILLS

Programming Languages: Python, Java, 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%.

Cloud Computing Intern, *Vasu- Nepal* ***Jan 2023 – March 2023***

- Developed and implemented a cloud-based IoT monitoring system using Python and C++, enhancing real-time data collection and analysis from multiple sensors, which improved data processing efficiency by 30%.
- Created a responsive web-based dashboard with HTML, CSS, and JavaScript for real-time data visualization, significantly improving user interaction and system usability by 20%.
- Optimized system performance by conducting rigorous testing and debugging, successfully reducing latency by 25% and improving overall system reliability.

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