Mohit Gedela

<u>mohitkumarduttag@gmail.com</u> | <u>+1 (519) 590 - 8322</u> | <u>mohitgedela.com</u> | <u>linkedin.com/in/mohit-gedela</u> github.com/MohitGedela | devpost.com/mohitkumarduttag

EDUCATION

McMaster University, BEng in Software Engineering (Co-op)

Sept 2024 - Apr 2029

- GPA: 10.0/12.0 (3.7/4.0)
- Dean's Honour List (Awarded to students with a minimum of 9.5 / 12.0 GPA)

TECHNICAL SKILLS

Technical Skills: Python, Java, HTML, CSS, JavaScript, TypeScript, Excel, Word, Git/GitHub, Quartus, Verilog

Frameworks: Flask, Streamlit, Firebase, Apache, Next.js

Libraries: React.js, OpenCV, DeepFace, Pillow, NumPy, Pandas, scikit-learn, MediaPipe, Pickle

EXPERIENCE

Software Engineer Intern, GastroTrackAI – Online

Mar 2025 - Jun 2025

- Engineered scalable backend components with Flask and TypeScript, accelerating feature delivery by 30%
- Integrated a user notification system that utilized Firebase for tracking user inactivity, reducing drop-off rates by 20%
- Fixed 15+ critical bugs and documented key updates, enhancing stability and user experience
- Implemented **UberEats API** and **REST APIs** to log over **100+ food items** for nutrient intakes and **enabling personalized insights**

PROJECTS

LevelUP | GitHub Aug 2025

- Engineered a **AI full-stack Next.js** app enabling users to upload their files and receive personalized quizzes tailored to their interest
- Integrated **Gemini LLM** to generate quizzes, utilized **REST API endpoints** to manage dynamic quiz generation and **React.js**, **TailwindCSS** for the frontend

Moodify | GitHub Jul 2025

- Developed a **Python application** that **detects** a user's **realtime emotion** by implementing **Opencv** and **Pillow** to enhance the image and, **DeepFace** and **Numpy** to detect the emotion
- Integrated **Streamlit** for a **responsive UI** and **deployment**, and utilized **Spotify's Web API** to fetch and **curate** a **playlist** based on the emotion.

Java Battle Ship Game | GitHub

Jul 2023

- Developed an **interactive Battleship-style game** using math concepts **(coordinates, slopes, inequalities)** to enhance student learning through gamified problem-solving
- Built using **object-oriented programming** to manage logic, difficulty, and visual feedback for math learning.

ADDITIONAL

Awards: Dean's Honour List, Honourable Mention Award at ZappARthon among 500+ participants; TD Achieve the Dream Scholarship Canada; Top 25% in North America in the Deca Stock Market Game; School Champion of Canadian Team Mathematics Contest 2023;