

Neel Verma

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Proficiencies

Languages:

- C/C++
- Python
- Java
- HTML
- CSS
- Javascript

Tools:

- Visual Studio
- Linux
- Windows
- Eclipse
- Vim
- Android Studio
- Emacs
- Flask
- NodeJS
- MongoDB

Hackathons

HackRU- 2016
HackRU- 2017
Tech Crunch- 2017
HackHers- 2018

Courses

- Computer Science I-II
- Precalculus
- Calculus I-II
- Assembly Language
- Data Structures
- Discrete Structures
- Object Oriented Programming
- Operating Systems
- Advanced Topics: Scientific Programming With Python
- Topics: Combinatorics
- Software Design
- Analysis of Algorithms
- Artificial Intelligence
- Linear Algebra

Education

B.S. Ramapo College of New Jersey
Computer Science Major and Mathematics Minor
Graduation: May 2019

Experience

Generic Network Systems | Software Engineering Intern

- Designed and worked on a network backup system. Used a Python RabbitMQ framework called Pika.
- Went over and edited over 100 scripts to pass a 10/10 check when ran with Pylint, a Python code linter.

Projects

AskHer

- Developed at HackRU Spring 2017. AskHer is an application that allows you to take a picture of a business's sign, text that picture to a number along with your location, and return the reviews of that business.
- Uses Python, Flask, MongoDB, Google Cloud Vision and Reviews APIs.

Assembler

- Developed for my software design class. Assembles and runs an assembly program through an emulator. The assembly language is of a VC3600 computer, a decimal computer that my professor designed.
- Uses C++.

Distributed BFS

- A distributed version of breadth-first search, which was tested with graphs of small, medium, and large size. Also tested with both sparse and dense graphs. This was developed and tested on a Raspberry Pi master slave cluster.
- Uses Python, Raspberry Pi Cluster, Mpi4py.

Konane

- A game that was developed for my AI class. It was done in three phases. Phase I was implementing it as a standard 2 player game to get familiar with Android. Phase II was to implement searching algorithms (Best FS, BFS, DFS, and Branch and Bound) to show potential moves that either player could make. Phase III was to implement the min-max algorithm for gameplaying to add a computer player.
- Uses Java Android.

Say Something | Awarded "Most Favorite Hack"

- Developed at HackHers 2018. It is an application that allows a student on their campus to report a dangerous situation by sharing the location of said situation with everyone else on campus.
- Uses Java Android, Google Maps, NodeJS, ExpressJS, MongoDB.

Programming Contests

- CCSCNE Spring 2017: 2nd place out of 32 teams.
- CCSCE Fall 2017: 2nd place out of 19 teams.

Club Involvement

- **President** of Algorithms/Competitive Programming Club (Unofficial Club)
- **Treasurer** of //hackramapo
- **Member** of Computers and Technology Club