Oliver Lokhandwala

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EDUCATION

LAS POSITAS COLLEGE
Computer Science Transfer
August 2020 - May 2022
Livermore, CA
Cum. GPA: 3.50 / 4.0
Major GPA: 3.80 / 4.0

UC SANTA CRUZ
B.S in Computer Science
College of Engineering
June 2022 - Spring 2024
Expected Graduation: June 2024

LINKS

github.com/OliverLok
linkedin.com/in/oliver-lokhandwala
oliverlokhandwala.com

COURSEWORK

UNDERGRADUATE
A.P. Computer Science (Java).
Cyber Security.
Intro to Programming Concepts (Python).
Computing Fundamentals I (C++).
Computing Fundamentals II (C++).
Data Structures & Algorithms (C++).
Intro to Networking.
Computer Org. & Assembly Programming.

SKILLS

PROGRAMMING
C++ • Python • HTML/CSS • C# • NASM
Familiar:
Java • Javascript • LaTeX

TECHNOLOGIES
MacOS • Windows • Linux • Git/ Github • Unity • Blender

GENERAL
Strong Work Ethic •Teamwork • Leadership • Organization • Collaborative Work Environments • Problem Solving • Time Management • Learning Passion

VOLUNTEER

IGNITE INNOVATION FAIR
October 2019
- Helped run and maintain the booth.
- Showcased the basics of 3D printing and coding to kids and families.

PROJECTS

NFT PROFITS CALCULATOR
February 2022 - June 2022
- Constructed a terminal-based program in Python to calculate the net profit/loss of an NFT trade on OpenSea.
- Extracted royalty fees from the OpenSea API by parsing through the JSON file using the OpenSea URL's slug.
- Outputted each gain/loss to a text file in Ethereum while converting the current price of Ethereum to USD using the cryptocompare API library.
- Employed the quicksort algorithm to determine the highest and lowest profits/losses for a specified month.

3DCAMPUS AR (IOS APP) | Chief Design Officer
August 2018 - September 2020
- Utilized Blender to 3D model the buildings of Foothill High School to create an Augmented Reality map.
- Communicated and brainstormed ideas with a team of students.
- Collaborated with the Superintendent and Board of Education of The Pleasanton Unified School District.
- Published the app to the iOS App Store while attracting 400+ users.

ARCADE GAMES
November 2020 - January 2021
- Programmed and designed Hangman, Tic-Tac-Toe, and Rock-Paper-Scissors in a menu-driven program using C++.
- Implemented predictions in Tic-Tac-Toe when faced against a computer by comparing the possible moves a player could do to a winning combination.
- Produced over 1000 lines of code.

ZOMBIE SHOOTER
May 2022 - August 2022
- Deployed Unity's AI System in C# to have an enemy follow and attack the player if the player got within a specified range.
- 3D Modeled obstacles and a character in Blender and Unity.
- Developed a player and enemy health system in C# using Unity's engine.

LEADERSHIP

UC SANTA CRUZ ARTIFICIAL INTELLIGENCE CLUB | Webmaster
June 2022 - Current
- Updated and edited the UC Santa Cruz AI Club website with new information using HTML and CSS.
- Improved the website to provide an interactive and dynamic experience that guarantees a maximum user experience to retain a member's interest in the club
- Collaborated with the leadership team to organize events and create topics to teach members.
- Assisted in the finding of prominent speakers for the UCSC AI Club.

AMERICA'S TIRE | Service Coordinator
June 2019 - October 2021
- Supervised and trained new employees in maintenance procedures and job operation requirements.
- Managed 2-3 tire technicians to work on vehicles in a safe and timely manner.