Preet Talati

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↖ https://ptalat2.github.io/Portfolios/

EDUCATION

Bachelor of Science in Computer Science
University of Illinois at Chicago
- **Honors:** Summa Cum Laude (Gold Honors)
- **Relevant Courses:** Data Structures, Machine Organization, Artificial Intelligence, Systems Programming, Software Design, Computer Algorithms, Database Systems, User Interface Design, Programming Language Design and Implementation, Framework-based Development, Visual Analytics, Programming Language Design

PROFESSIONAL EXPERIENCE

Teaching Assistant   Jan 2023 – May 2024
University of Illinois at Chicago
- **Mentored** and guided students in mastering data structures and **optimizing** algorithms for efficient memory management in C and assembly languages.
- **Evaluated** assignments and exams for a large cohort of **over 100 students**, emphasizing mastery of data representation, heap manipulation, and memory security techniques across diverse operating systems.

PROJECTS

STAY-SAFE | GCP | JavaScript | HTML | Material Design
- Enabled **real-time incident reporting** and response by developing a mobile application using Google APIs, which enabled efficient look-up of distinct reports in a given area.
- Leveraged Google Cloud Platform **(GCP)** services to enhance scalability, reliability, and performance, ensuring the app can accommodate growing user demands and maintain uptime.
- Employed **agile development methodologies** to manage project timelines effectively, prioritize tasks, and adapt to changing requirements, resulting in timely delivery of a high-quality product.

Networked 3 Card Poker | Java | Junit Testing
- Led the full-cycle development of a networked 3-card Poker game in Java (GUI), adhering to industry-standard software development methodologies.
- Implemented the **Model-View-Controller** design pattern to facilitate multiplayer functionality for up to four concurrent players.
- Enhanced user engagement through the design of multiple game screens by integrating user feedback loops, ensuring a seamless gameplay experience

Concurrent HTTP Server | C
- Spearheaded the development of a concurrent **HTTP** server in C, employing both Thread per connection and Thread pool threading models. Enabled robust handling of multiple client requests concurrently, optimizing server performance.
- Implemented comprehensive **CRUD** operations support for simultaneous access to multiple URLs, fostering effective parallel client interactions and enhancing server versatility.
- Ensured **request safety** and atomicity by preventing data corruption and maintaining integrity which protected the HTTP server's data.

MovieLand | REACT | Tailwind CSS
- Leveraged React hooks to manage state and side effects efficiently, ensuring **optimal** performance and code readability throughout the application, while implementing **asynchronous** data fetching techniques like fetch to retrieve movie information from external APIs, enhancing the application's functionality and enabling real-time data updates.
- Developed MovieLand, a **dynamic** movie search application, using React.js to provide users with a responsive interface for browsing movies.

TECHNICAL SKILLS/ CERTIFICATIONS

- **Programming Languages:** Java, C++, Python, C, JavaScript, Dart, Ocaml, MySql, MongoDB, Pandas, x86-64
- **Developer Tools:** ReactJS, NodeJS, Express, Node JS, Git, Docker, Maven, JQUERY, Vim, C++ Builder, Flutter, Eclipse
- **Certifications:** The Complete 2024 Web Development Bootcamp, Agile Foundations, Designing RESTful APIs, OWASP Fundamentals
- **Cloud Services:** Amazon Web Services, Google Cloud Platform