

# Rishi Umaria

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## Objective

Dedicated and highly motivated Computer Science student with a comprehensive background in IT, web development, game development, and embedded systems. Eager to leverage technical skills, problem-solving abilities, and customer service experience in a dynamic and challenging environment. Seeking opportunities to contribute to innovative projects and enhance professional growth.

## Education

### ***Bachelor of Computer Science***

Conestoga College, Waterloo - ON

September 2023 – August 2027

## Skills

- **Programming Languages:** C, C++, Python, JavaScript, HTML, CSS, PHP
- **Web Development:** Proficient in designing and developing websites using modern web technologies.
- **Game Development:** Experience in developing games and working with game engines.
- **Embedded Systems:** Skilled in coding for Arduino, and Raspberry Pi microcontrollers.
- **IT Troubleshooting:** Strong technical and problem-solving skills, capable of handling hardware and software issues.
- **Customer Service:** Excellent communication skills and experience in providing support and guidance.
- **Event Planning:** Experience in organizing and managing events and activities.

## Experience

### **Freelance Web Developer**

January 2023 - Present

- Designed and developed multiple websites for small businesses and personal projects using HTML, CSS, JavaScript and PHP to create responsive and user-friendly web pages.
- Collaborated with clients to gather requirements and ensure satisfaction with the final product.

## Game Development Projects

September 2020 - Present

- Developed several small games using various game engines.
- Implemented gameplay mechanics, user interfaces, and debugging processes.
- Collaborated with team members to brainstorm ideas and solve technical challenges.

## Embedded Systems Projects

June 2019 - Present

- Programmed Raspberry Pi microcontrollers and Arduino for various projects.
- Worked on home automation systems, sensor integrations, and IoT applications.
- Developed skills in circuit design, troubleshooting, and real-time programming.
- Developed software and hardware for model Rocketry.

## Relevant Coursework

- Introduction to Computer Science
- Data Structures and Algorithms
- Web Development
- User Interaction and Experience (UI/UX)
- Operating Systems and Security
- Embedded Systems Programming

## Achievements

- Led a team and successfully developed and deployed an IoT project that gained recognition in the inter-state science exhibition (2019).
- Developed and launched a model Rocket with active trajectory control system (ATCS and TVC) and currently upgrading it for better performance.