

RISHI UMARIA

rishiumaria24@gmail.com | +14377330060 | [/in/rishiumaria/](https://in/rishiumaria/) | rishi-umaria.vercel.app | github.com/R-umaria

TECHNICAL SKILLS

Languages & Database: C, C++, C#, Python, Java, HTML, CSS, JavaScript, ReactJS

Tools/Frameworks: React, Flask, Flutter, StreamLit, Git, SQL, Docker, Postman

EDUCATION

Bachelor of Computer Science

August, 2027

Conestoga College, Waterloo, ON.

Relevant Coursework:

Software Quality & Design, Data Structures & Algorithms, Operating System, Database Management, Object Oriented Programming, Computer Networks, Linear Algebra and Discrete Math, User Experience Design (Ui/Ux)

PROFESSIONAL WORK EXPERIENCE

Dutch Hollow Market

June 2024 – July 2024

Web & Software Developer

Avon, NY

- Integrated Google Business API into the POS system, optimizing real-time stock tracking and enhancing product search accuracy for **200+** daily users.
- Revamped Dutch Hollow's website, enhancing navigation and UX, which increased customer retention rate by **30%**.
- Increased website traffic by **30%** and decreased bounce rate through a comprehensive site redesign.
- Increased user engagement by **46%** through strategic redesign, reflected in enhanced page views.

NOTABLE PROJECTS

spotSpot - CtrlDelHacks @ York University (3rd Place Overall)

PyTorch, ShuffleNet CNN, StreamLit, OpenCV, CSS

- Developed an acne detection app in **StreamLit** using **CNN** to classify acne types and suggest OTC treatments.
- Optimized model accuracy with data augmentation and class balancing techniques, achieving robust performance on a limited dataset in less than 24 hours.
- Focused on enhancing healthcare accessibility by reducing specialist wait times and providing virtual, non-prescription treatment recommendations.

Float n' Pose - NASA Space Apps Challenge 2024, (2nd Place in Region)

Python, OpenCv, StreamLit

- Developed a game using **Python**, **Streamlit**, **OpenCV**, and **MediaPipe** for pose recognition. The game, designed to improve collaboration and physical activity, uses pose landmarks to detect player's moves.
- Designed the game that tracked player poses with over **85% accuracy** using **OpenCV** and **MediaPipe**, resulting in a dynamic and fitness-oriented gaming experience.
- Integrated **Google API-MediaPipe** for accurate tracking, making it suitable for general and astronaut fitness training.

TutorRacoon - IgnitionHacks 2024, Hackathon Project

Firebase, Node.js, JavaScript, React

- Developed an online tutoring platform that connects students with subject-matter experts, streamlining the tutoring process through a user-friendly interface.
- Integrated features such as session scheduling, real-time chat, and feedback systems, enhancing the learning experience for students and tutors.
- Collaborated with a team to develop the platform using **JavaScript**, **Node.js**, and **Firebase**, focusing on scalability and user engagement.

Self-Driving Car - Neural Network Simulation, Independent Project

Neural Network, ML, Python

- Developed a self-driving car simulation using **Python**, leveraging **machine learning** and **AI algorithms** for autonomous navigation and decision-making.
- Simulated lane detection and obstacle avoidance with **90% accuracy** in real-time, using **neural networks**.
- Training the model using **deep learning frameworks** to enhance the car's ability to learn from its environment and adjust to dynamic road conditions.