RISHI UMARIA

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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.