

Divij Dhiraaj

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EDUCATION

McMaster University 3rd year

Bachelor of Applied Science – Computer Science

Gpa: 3.4 , Awards: Dean's Honour List

Hamilton, ON

Aug. 2021 – May 2025

Courses Taken: Automata and Compatibility, Concurrent Systems, Computer Architecture, Databases, Data Structures and Algorithms

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, ReactJS, Dart, C#

Frameworks: ReactJS, Node.js, WordPress, Flutter, Electron

Developer Tools: Git, Firestore, VS Code, Visual Studio, PyCharm, IntelliJ, Vim/NVim, Eclipse, XCode, Power Automate, IOS dev, Android Dev, Unity, WordPress

Libraries: Pandas, NumPy, Matplotlib, Pygame

EXPERIENCE

IT Technical Assistant

Systems Department, Office of the Registrar

July 2022 – Present

McMaster University, ON

- Working for the Office of Registrar facilitating with the management of internal systems
- Developed software needed by departments to function optimally like a Bulk SMS sender leveraging Python and Twilio's API to send RSVP reminders to thousands of graduates, resulting in 70% more convocation RSVPs
- Went through the storage of defective PC's and repaired them
- Created a photo ID upload tracker using Python and displayed it using Microsoft Power Automate to track the amount of photo uploads

PROJECTS

TickIT | Dart, Flutter, Firebase, IOS, Android

June 2020 – Feb 2021

- Developed a full-stack mobile application using the Flutter Framework, connecting it to a backend Firestore server enabling cloud syncing
- Enables users to add and remove tasks seamlessly, with all their tasks synced to the cloud and available on all their devices
- Implemented a Sign-in page with functional accounts to store and preserve user data and tasks
- Tailored a variety of aesthetic and minimalistic themes that the user can select from, including a dark mode
- Programmed a function that parses natural language into organized date data
- Deployed the application on the Google Play Store

Brevity | Python, AssemblyAI

Jan 2021 – Jan 2021

- Made a lecture summarizing terminal interface that takes in a lecture video, converts it to a transcript and feeds that transcript to AssemblyAI to get a customizable summary back
- Utilized by students amidst the COVID lockdown period as lectures were frequently recorded.

Boids | Python, Pygame, Classes/Objects, Simulation

May 2022 – July 2022

- Simulated the natural phenomenon of Boids using ideas from cellular automaton, through Python's pygame library
- Utilized proper OOP principles such as using classes and objects to build the project
- Implemented intuitive and interactive UI elements to customize the behaviour and quantity of boidal formations

Solitude | Unity, C#, Game Dev

Aug 2022 – Present

- Developing a game about artificial loneliness and isolation using the Unity Game engine and C#
- Making developer logs on Youtube to share its ongoing progress