

# Divij Dhiraaj

289-788-6232 | [divijdhiraaj@gmail.com](mailto:divijdhiraaj@gmail.com) | [LinkedIn](#) | [Github](#) | [StackOverflow](#) | [Youtube](#)

## EDUCATION

---

**McMaster University 3<sup>rd</sup> year**

*Bachelor of Arts in Computer Science*

Gpa: 3.78 , Awards: Dean's Honour List

Hamilton, ON

Aug. 2021 – May 2025

## COURSES

---

**2LC3:** Teaches logical reasoning and using axioms or theorems to prove and solve logical problems

**2GA3:** Learning computer architecture and coding fundamental/computing logic using assembly

**1XC3:** Understood how to code in C and low-level programming concepts

**2CO3:** A data structures course teaching commonly used data structures using java

## 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

---

**Web and Desktop 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 insert number here 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

**Boids** | *Python , Pygame , Classes/Objects , Simulation*

May 2022 – July 2022

- Simulated the natural phenomenon of boids 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

**Rush Hour** | *Unity, C#, Game Dev*

Aug 2022 – Present

- Developing a game using the Unity Game engine and C#