Divij Dhiraaj

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EDUCATION

McMaster University 3rd year   Hamilton, ON
Bachelor of Applied Science – Computer Science   *Aug. 2021 – May 2025*
Gpa: 3.4 , Awards: Dean's Honour List

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, Dart, C#
Frameworks: ReactJS, ThreeJs, 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   July 2022 – Present
Systems Department, Office of the Registrar   *McMaster University, ON*

- Tasked 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
- Performed necessary repairs on an inventory of malfunctioning PC's
- Created a photo ID upload tracker using Python and displayed it using Microsoft Power Automate to track the amount of photo uploads

PROJECTS

Project Pythia | *ReactJs, ThreeJs, Python, TensorFlow*   Oct 2023 – Oct 2023

- Developed a machine learning model that leverages data from the DSCOVR satellite to predict the KP index, a critical space weather parameter, resulting in a model accuracy of 89%
- Selected as a global nominee representing Hamilton in the Global Space Apps Hackathon
- Co-authored a research paper to document the model's methodology, findings, and implications
- Created an interactive ThreeJS **website** that displays model predictions dynamically

Boids | *Python , Pyame , 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

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 and deployed it on the Google Play Store
- Enabled users to add and remove tasks seemlessly, with all their tasks synced to the cloud and available on all their devices along with a Sign-in page and User Authentication
- Tailored a variety of aesthetic and minimalistic themes that the user can select from and change on the fly

Brevity | *Python, AssemblyAI*   Jan 2021 – Jan 2021

- Made a lecture summarizing terminal interface that takes in a lecture video, converts it to a transcipt and feeds that transcipt to AssemblyAI to get a customizable summary back
- During the COVID lockdown period, this program was employed by students due to the prevalence of recorded lectures

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