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

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   July 2022 – Present
Systems Department , Office of the Registrar   *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 seemlessly, 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 , inlcuding 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 transcipt and feeds that transcipt to AssemblyAI to get a customizable summary back

Boids | *Python , Pyame , 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#