

## Education

### New York University

May 2024

- B.S. in Computer Science with a minor in Economics. GPA: 3.863 / 4.0
- Coursework: Agile Software Engineering and DevOps; Database Design; OS; Networks; Data Structures; Algorithms; Quantitative Data Analysis; Applied Machine Learning; Applied Data Science; UX Design

## Work Experience

### UNIX Lab Peer Tutor

#### New York University Abu Dhabi

Sep 2023 - Present

- Mentored 50+ students in Computer Science, Engineering, and Interactive Media courses, achieving a 95%+ positive feedback rate.
- Specialized in teaching data structures, web development, OOP, and algorithmic problem-solving, aiding in 10+ projects using **Python**, **C++**, and **JavaScript** for successful completion.

### React.js Developer

#### CITIES Center for Interacting Urban Networks

Apr 2023 - Present

- Transitioned data retrieval from Google Sheets API to direct fetching from internal repositories, enhancing performance and eliminating rate-limiting bottlenecks.
- Developed interactive and customizable chart components with **Google Charts API** and **Nivo**. Achieved a 25% load time reduction for data visualizations through effective memoization.
- Automated dataset versioning and metadata generation for 10 public datasets using **YAML** and **Node.js**, enabling researchers to track and access various dataset versions.
- Refactored 40% of codebase for **ESLint** compliance to improve code quality.
- Documented project repositories, improving maintainability and facilitating developer onboarding.

### Web Developer

#### ámaxa

Feb 2023 - May 2023

- Automated MS Word document to HTML conversion with **Python**, slashing blog preparation time by 70%.
- Acted as a liaison between the web development and marketing teams, ensuring weekly publication of 3 blogs.

## Projects

### NYU T-Shirt App UX Design – <https://figmashort.link/pftsNf>

Jan 2024

- Designed UX for an NYU T-shirt store app, using **Figma** and **Photoshop** for interface design and prototyping.
- Developed reusable styles and interactive components for improved interface consistency and engagement.

### MovieLens 1M Dataset Analysis – <https://github.com/RitinDev/Applied-Data-Science>

Oct 2023 - Dec 2023

- Analyzed the MovieLens 1M dataset with **Pandas**, **Numpy**, **Seaborn** and **Scikit-Learn** to examine the relation between user demographics and movie genre preferences.
- Implemented a **OneVsRestClassifier** with logistic regression for demographic-based genre predictions.
- Developed an SVD-based collaborative filtering model for personalized movie recommendations.

### Project Portfolio – <https://github.com/RitinDev/project-portfolio>

Jan 2023

- Built a responsive project portfolio with **Vite**, **TypeScript**, **React** and **Ant Design**.
- Deployed on GitHub Pages with GitHub Actions for **CD** to streamline content updates.
- Boosted search visibility using **SEO** via Google Search Console and React SEO tools.

### Busy? – <https://github.com/agiledev-students-fall2022/final-project-team-busy>

Sep 2022 - Dec 2022

- Developed Busy?, a MERN-based full stack web app for schedule sharing and collaboration.
- Designed UI / UX and a clickable prototype in **Figma**, implemented with **React** and **Material UI**.
- Connected to a **MongoDB** database with a **Node.js** / **Express** back-end, deployed on **DigitalOcean**.

## Technical Skills

- Languages: Python, R, SQL, HTML, CSS, JavaScript, TypeScript, Rust, C/C++, Java, Bash, YAML
- Frameworks and Libraries: React, Material UI, Bootstrap, Ant Design, Node.js, Express, MongoDB, MySQL, Jest, Mocha, Chai, Flask, Pandas, Numpy, Scipy, Scikit-Learn, PyTorch, Selenium
- Tools: Git, Linux, Docker, DigitalOcean, Azure, JMeter, NGINX, CI/CD, ESLint, Tableau, Figma,  $\LaTeX$