

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

- Facilitated over 8 weekly tutoring hours, mentoring 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

- Optimized Google Sheets API calls from 5+ to 1 per render using **React Context API** and **Google Apps Script**, enhancing concurrent user capacity by 5x and circumventing rate-limiting constraints.
- Developed highly customizable chart components with **Google Charts API** and **Nivo** for dynamic and versatile data visualizations. Achieved a 25% load time reduction 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.

Web Developer

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Feb 2023 - May 2023

- Automated MS Word document to HTML conversion with **Python**, slashing blog preparation time by 70%.
- Maintained **Git** repository and ensured code quality via pull request reviews.
- 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
- 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, YAML, DigitalOcean, NGINX, CI/CD, Vite, ESLint, Npm, Tableau, Figma, \LaTeX