



Skills

Java, C, Python, Android Development
Machine Learning
Windows, OSX, Linux Android, IOS
GIT, GitHub
SQLite
Troubleshooting and Debugging
Team work
Adobe Photoshop, Illustrator, InDesign
Critical thinking
Strong research skills
Fast learner
Excellent time management
Documentation and problem solving
Excellent attention to detail

Contact



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Achivements



-SUNY CHANCELLOR's AWARD
-LEADERSHIP DEVELOPMENT
AWARD
-STUDENT ACTIVIES AWARD
-WHO's WHO AWARD
-NCC CHESS CHAMPION

Relevant Coursework

Data structures, Analysis of Algorithms,
Mechanics of Programming, Software
Engineering, Programming Language
Concepts, Computer Science Theory,
Concepts of Computer Systems,
Database management, Geographical
Information Systems

Hobbies



ROHANDEEP SINGH



Summary

Passionate and motivated computer science student looking for an internship or Co-op. Works well under pressure and consistently meets deadlines and fosters a collaborative and supportive team environment. Offering experience in Java, Python and C and always willing to learn more.

Education



Bachelor of Science: Computer Science 2017 – 2020 (EXP)
Rochester Institute of Technology - Rochester, NY 3.17 GPA

Associate of Science: Computer Science 2015 - 2017
Nassau Community College - Garden City, NY 3.80 GPA

Professional Experience



Software and HIL Testing Software Engineer Intern 8/2018 – 12/2018
Magna International, Troy, Michigan

- Developed and Optimized S.M.A.R.T classification Machine Learning Models with variant architectural designs. Tools used: Python, TensorFlow, Keras and Natural Language Processing.
- Developed a RESTful service deploying Machine Learning Models for ease of integration with the web application. Tools used: Tensorflow-serving, Docker, Kubernetes and Nodejs.
- Automated Mongo database population and added support for csv, arxml and dbc file formats. Tools used: JavaScript and Nodejs.
- Key Highlights: Gained Experiences in Machine learning design, implementation and deployment.

Orientation trainer 01/2015 – 07/2017
Nassau Community College
- Trained selected individuals in public speaking and event management.

Projects



Web Checkers – (Roles: Analyst, Architect, Developer, and Tester)
Developed a website for playing online checkers. This product was developed performing agile practices. Object oriented design and principles were strictly considered while making Architectural Decisions. Tools used were Java, Ajax, JavaScript, HTML, IntelliJ, GitHub, Slack, Trello, Scrum, UML.

- Three functional product releases and presented sprint demos
- Added tournament mode and Spectator mode as an enhancement
- Got 95% testing average on Application, Model and UI tiers

Android Application – (Role: Architect and Developer)

Legends Match: Developed this app with the idea of having an integrated environment where teams can look at other groups experience stats and formulate a winning strategy. This is a client-server application which uses object orient design and relational database to maintain its functionality. Languages used are Java, PHP, MYSQL.

- Provides a platform to look at the player stats.
- A messaging platform where teams can interact.