

SALIL MONGA

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SKILLS

- **Programming Languages:** Python, Java, MATLAB
- **Databases:** MySQL, DynamoDB
- **Web Technologies:** HTML, JavaScript, CSS, AWS
- **Operating Systems and Tools:** Linux, Windows, Mac, Visual Studio Code, Arduino
- **Frameworks and others:** BurpSuite, Git, ReactJS, Jenkins.

EDUCATION

The Ohio State University
Bachelor of Science in Computer Science and Engineering

May 2021
GPA: 3.4/4.0

ENGINEERING PROJECTS

Domotics (Personal Project) Jan 2020

- Developed and designed a home automation device using **Google Home**.
- Created custom commands and server hosted on **RaspberryPi** that has a **Python** script running to take any available commands.

Infinite Numbers Calculator (Java Design Project) Nov 2019

- Implemented a GUI based on **JAVA** and **Swings** framework to develop a calculator.
- Used a Natural Numbers Library to effectively remove the upper bounds to a number that can be entered.

Dictionary (Java Design Project) Aug 2019

- Designed and developed a dictionary using **Java** and **HTML**.
- Used a text file with words and definitions to return a well-formatted **HTML** file that contains alphabetical list of words and their meanings that include hyperlinks to pre-defined words in it.

Smart Home (Personal Project) Sept 2018

- Developed a home automation system using **Arduino uno**.
- Automated fans, lights, and air conditioning that can be controlled by an android phone or could be set to an automatic trigger to surrounding conditions.
- Used temperature and light sensors and a Bluetooth module to support controlling techniques.

WORK EXPERIENCES

State Auto Insurance: May 2021-Present

Summer IT Intern (Full-time):

- Designed and implemented various elements of the WebApp for State Auto using React and Python.
- Developed and fixed bugs on the State Auto Insurance submitting claim portal.
- Practiced hands-on AWS services like lambdas, API gateways, CloudWatch, S3.

Office of Distance Education and eLearning: August 2020-May 2021

Student Technical Assistant at the Ohio State University (12 hours weekly):

- Ensure day-to-day functioning of the university in offline as well as an online mode of learning.
- Troubleshoot technical issues within the desktop, laptop, and mobile computing environments, including Windows, OSX, iOS, and Android.
- Solve problems related to network and hardware issues for 400 classrooms.

LEADERSHIP AND INVOLVEMENT

- **Lead** a team of students to develop a game to win the **Best Game Showcase** event 2019 in OSU.
- **Organized** of National level Arduino-based **Coding** competition in **TechTatva** 2018.