

Sparsh Ladani

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[LinkedIn](#) | [Portfolio](#) | [LeetCode](#) | [GitHub](#)

SUMMARY

Enthusiastic Computer Science student with over two years of experience in object-oriented programming and a strong grasp of engineering principles. Skilled in developing software solutions using Java and Software Engineering principles like Online Barter Trader using Firebase (A NoSQL Database) and Java, which involved collaborating with a team, and rapidly learning new technologies. Familiar with the Software Development Life Cycle (SDLC), Agile methodologies, and unit testing through my university project. Eager to contribute to innovative projects and enhance software performance and efficiency

EDUCATION

Dalhousie University, Halifax, NS, Canada

Sep 2022 - Sep 2026

Bachelor of Computer Science

SKILLS

Programming Languages: Python, Java, C++, JavaScript, PHP, C, C#, Unity, HTML, CSS, MySQL, Android Studio, MongoDB, Firebase

Computer Software/Frameworks: React, Next Js, Node Js, Express Js, Heroku, Git, PowerShell, Docker

Analytical tools: MS Excel, MS Power BI, Microsoft Suite, MS Word, MS PowerPoint, MS Outlook

EXPERIENCE

Jobizer (Personal Project)

September 2024

- Currently developing a Python program with a self-starter mindset of solving a problem of streamlining job applications by parsing user resumes and using Selenium to fetch relevant job postings. The app leverages OpenAI's API to match job postings to the resume, ultimately generating a list of suitable opportunities with links stored in a text file.

Pokemon Hidden Red (Open-Source Contribution)

August 2024

- Diagnosed and resolved an undefined reference error with spdlog in a game designed and developed in C++, contributing to the repository on GitHub and enhancing docker container stability. Conducted unit testing using docker to ensure robust and error-free code – [Pull Request Link](#)

AI Prompts Sharing Web App ([GitHub Link](#) | [Website Link](#)) (Personal Project)

July 2024 – August 2024

- Developed a dynamic web application using Next.js with React and MongoDB (A NoSQL database), enabling user authentication through Google via NextAuth.js. Applied Tailwind CSS for responsive design and client-side and server-side rendering to enhance performance and SEO. Containerized the full stack application using Docker, created an EC2 instance and using the previously containerized docker container deployed the full stack application on Cloud for serverless computing.

Online Barter Trader Android App (University Project)

January 2024 - April 2024

- Contributed to developing a Peer-to-Peer Trading android application using Java, implementing secure user authentication using Firebase (NoSQL Database) . Designed a product information page following Agile methodologies and the SDLC. Created UML diagrams for efficient object-oriented design. Integrated buyer requests for new products and thoroughly documented Java code for clarity and maintainability.

Global Game Jam (Hackathon)

January 2024

- Participated in a 48-hour hackathon using C# and Unity to develop an interactive game titled "Catch Me," Successfully collaborated with diverse teams, engaging over 28% of participants in gameplay during the showcase. Enhanced game design and mechanics by seeking mentorship from Ubisoft veterans, resulting in valuable feedback and a 21% improvement in overall game quality.