DIVYANSH KHARE

Software Engineer

SUMMARY

A soon-to-graduate Software Engineer who is curious by nature and passionate about applying the limitless uses of technology to better the world we live in and the way we interact with one another. Experienced working hands-on with full stack development and leading as a project manager with a focus on communication, teamwork, and problem-solving. Eager to create, develop, and push technology to its limits while working towards a meaningful and rewarding career in the industry.

EDUCATION

Anticipated Graduation June 2022
BS - Computer Science: Computer Game Design
Concentration in AI and Deep Learning
University of California, Santa Cruz

- Game Systems
- Advanced Data Structures and Algorithms
- Critical History of Digital Games
- Introduction to Data Structures
- Introduction to Programming (Accelerated)
- Startup and Entrepreneurship Academy

November 2020 - April 2021
Computer Science Bootcamp - 6-month full stack software engineering Bootcamp
University of California, Berkeley

EXPERIENCE

August 2020 - October 2020 | **Software Engineer**
Freelance Work via LeopardEx, *Santa Cruz, CA*

- Independently developed the software for a nano CNC milling machine and integrated it with appropriate hardware using micro-controllers
- Rendered a fully responsive 3D graphics package of various gaskets
- Developed a front-end interactive UI to set the dimensions of a gasket
- Created a profile-based application to store user settings in profiles
- Custom-built a solution using smoothie-board (LPC 1700 microcontroller to make the X, Y, and Z axes move with pinpoint accuracy
- Used smoothie-board with Raspbian OS for controls with raspberry pi 4

August 2020 - Present | **Computer Science Tutor**
Wyzant, *Santa Cruz, CA*

- Tutored students and industry professionals in computer concepts
- Assist, guide, and motivate students with software development projects
- Achieved and maintained a 5-star rating

CONTACT

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SKILLS

- Problem Solving
- Project Management
- Critical Thinking
- Teamwork
- Attention to Detail
- Leadership
- Communication

TECHNICAL SKILLS

- JavaScript
- CSS
- Python
- Tensorflow
- Unreal Engine 4
- HTML
- C++
- Java
- Vue.js
- Vuforia
- Node.js

COMMUNITY SERVICE

2018 - 2019
VP of Professional Development
The National Society of Collegiate Scholars
Santa Cruz, CA

January 2019 - January 2020 | Lead Project Manager
LeapardEx, *Santa Cruz, CA*

- Developed Slugsponder, a free auto-responder plugin integrated into WordPress websites
- Designed a revenue model to compete with MailChimp
- Pitched project concepts and projects to the VCs at UC, Santa Cruz

October 2019 - January 2020 | Computer Game Design Instructor
KidzToPros, Santa Cruz, *Santa Cruz, CA*.

- Mentored and educated middle school children in game design basics

June 2018 - August 2018 | Orientation Leader
University of California, Santa Cruz, *Santa Cruz, CA*

- Led groups of incoming students and parents on campus tours
- Helped students understand the University's available resources
- Provided guidance and mentorship to freshmen as they acclimated to University life

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PROJECTS

September 2018 - January 2019 | **Slugsponder**

- Led a team of 3 developers to create a bulk email delivery service for integration into WordPress.
- The plugin is a full-fledged software to help WordPress users access hundreds of free email templates and reach up to 10,000 customers .

September 2018 - October 2018 | **LeopardEx Website**

- Developed a website for my freelancing startup LeopardEx.
- Designed the website from scratch using HTML, CSS, and Javascript for the front-end
- Programmed the backend using node.js and express.js frameworks.
- Designed the company logo and artwork using adobe illustrator and photoshop.
- Website deployed at www.leopardex.co.uk

January 2018 - March 2018 | **The Enigma: An AR Hackerspace**

- Developed an Augmented Reality game that combined tabletop elements with interactive digital mini games in an AR world functional with Android, iOS, Windows, and Mac..
- Programmed target marking, scanning, and game mechanics in C#..
- Designed pixel-based art embedded with target markers using Vuforia SDK.
- Created marker-based tracker detectable up to 4 meters.

March 2018 - June 2018 | **Stock Trend Prediction Bot**

- Developed a Self-Learning, Stock Trend Prediction bot using kernelized SVM and randomized tree algorithm to predict stock prices with over 75% accuracy, over the course of 4 days.
- Performed cross-validation checks in split second intervals.
- Used Tensorflow to train the neural network.

April 2019 - July 2019 | **YOUTH N.O.W. Database Manager**

- Designed an architecture for admin to track the progress of students and their assignments.
- Developed a front-end UI for volunteers to clock-in work hours.

January 2020 - March 2020 | **Range Searching Using AVL Trees**

- Wrote rapid code for range searching 4 million queries in under 4 seconds.