

# Priyansh Dhiman

Milwaukee, WI

[Priyansh.dhiman25@gmail.com](mailto:Priyansh.dhiman25@gmail.com) | (414) 368-8171 | [github.com/Tinyrabbit25](https://github.com/Tinyrabbit25) | [linkedin.com/in/priyansh-dhiman-072119303/](https://linkedin.com/in/priyansh-dhiman-072119303/)

## Summary

Computer Science Student Pursuing Software Engineering roles, with strong skills in Java, C++, HTML and CSS, and a passion for building impactful software solutions.

## Skills

- Specialization: Java, C++ (minimal)
- Additional Programming: Python, Gdscript, SQL (minimal)
- Web Development: HTML, CSS, JavaScript, React
- Frameworks/libraries: React.js, React Native, Tailwind CSS
- Tools & Technologies: Git, GitHub, Netlify, Godot (game engine), Unreal Engine (minimal), Gamemaker (basic)
- Additional Skills: Agile Methodologies, SDLC, QA testing, Version Control, Problem Solving, Team Collaboration, UX

## Work Experience

### India Palace

10/2017 – 6/2023

Cashier/Waiter and Inventory Specialist,

Franklin, WI

- Managed restaurant supplies and food, purchasing and restocking inventories 3 to 4 times a week, ensuring quality supplies for staff
- Served as front-line staff, welcoming and communicating with customers to ensure a positive experience, leading to repeat business.
- Maintained a safe and sanitary environment for customers, adhering to health and food safety codes.
- Increased customer satisfaction by 20% and reduced inventory cost by 15%.
- Developed strong time management skills by balancing college and work schedules.

## Personal Projects

### Website Development, Stock List Website (demo on GitHub)

7/2025 – 8/2025

- Built Interactive UI components such as quantity cards with increment/decrement controls and a master checklist view for easier look at the stock list.
- Implemented state management using local storage to preserve data across pages and sessions.
- Applied Modern front-end practices, including DOM manipulation, event handling and responsive design with CSS.

### Backend Development, Projects, and coursework

5/2024 – 6/2024

- Built an interactive RPG game in Java with a core progression system, including loops and conditional support for dynamic gameplay and repeated user actions.
- Developed a compound interest calculator leveraging loops and conditionals to perform repeated calculations to display the actual interest

### Game Development, Platformer Game

2/2025 – 4/2025

- Utilized Godot's game engine to make a simple platformer using GDScript language, using simple logic for player movements, collisions, enemy AI detection, and advanced level design to make a simple game.
- Built a point-based progression system to drive gameplay, allowing players to advance through multiple scenes/levels.

## Education

### University of Wisconsin-Milwaukee

Bachelor of Science, Major: Computer Science | Minor: Web Development

Expected Graduation: May 2027 | Cumulative GPA: 3.5/4.0

## Certifications

### IBM Full Stack Cloud Developer Engineer Certificate (In Progress)

6/2025 – 10/2025 (Expected finish)