

Priyansh Dhiman

Milwaukee, WI

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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.

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.

Hackathon & Technical Experience

CSI AI-Ready Data Hackathon | Dec 2025

- Designed and end to end data processing pipeline to transform unstructured industrial robot collision logs (CSV, JSON, text) into structured AI consumable data
- Defined a custom data schema with standardized fields (timestamps, joint IDs, force values, severity levels) optimized for AI reasoning
- Built a Built a prototype AI maintenance agent that generated technician-ready maintenance recommendations using structured collision data that generated technician-ready maintenance recommendations using structured collision data

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 – 5/2026 (Expected finish)