Adeshvir Dhillon

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SKILLS & INTERESTS

- **Technical Skills**: Python; Java; C; Git; Linux; Unix; Bash; SQL; HTML; CCS; JavaScript; Rust; Jupyter; MS Office;
- **Core Concepts**: Data Structures; Algorithms; Computer Architecture; OOP; Software Development Life Cycle (Agile)
- **Libraries**: pandas; NumPy; scikit-learn; Matplotlib; Seaborn; Selenium; Requests; Beautiful Soup
- **Soft Skills**: French; Excellent Communication; Problem Solving; Teamwork; Leadership; Interpersonal Skills
- **Interests**: Software Development; Data Science; Machine Learning; Cybersecurity; Artificial Intelligence; DevOps

SUMMARY OF QUALIFICATIONS

- **French Immersion**: Completed 12 years of formal education, demonstrating proficiency in verbal and written French for professional and casual settings
- **Governor General's Academic Medal**: Highest high school average among 150 students, showing academic excellence
- **Lynx Hacks Hackathon (2021)**: Secured 1st place by proposing an innovative solution that surpassed 5 competing teams, showcasing leadership, problem-solving, collaboration, and adaptability

PROJECTS

Google Sheets Data Analysis and Visualization | *Python, pandas, NumPy, Matplotlib*   **Apr. 2023**
- Developed a collection of Python scripts leveraging pandas, NumPy, and Matplotlib to perform comprehensive data analysis, visualization, and statistical interpretation of survey results from a Google Sheets file
- Processed 100+ survey responses, extracted insights, and improved data clarity with 11 visually compelling graphs, demonstrating proficiency in data wrangling, visualization, and integration of statistical techniques

Manga Update Web Scraper | *Python, Selenium, Requests, Beautiful Soup, Datetime, Time, OS, CSV, Re*   **Jul. 2023**
- Engineered a Python-based web scraper utilizing Selenium for fetching web content and Beautiful Soup for extracting data, enabling users to effortlessly track updates for their favourite manga titles
- Designed an efficient automated data retrieval system with CSV-backed data persistence and an intuitive user interface

Battleship | *Java*   **Jun. 2023**
- Devised and developed a Java-based, command-line battleship board game with a modular and scalable code structure
- Implemented an intelligent algorithm for the computer's moves, highlighting strong problem-solving skills, proficiency in Java programming, expertise in algorithmic thinking, and adherence to object-oriented design principles

Matrix Calculator | *C*   **Dec. 2023**
- Developed a C-based Matrix Calculator to efficiently compute matrix determinants, row echelon forms, and inverses
- Combined swift matrix operations with a user-friendly command-line interface for step-by-step procedures, showcasing robust C programming skills, meticulous attention to detail, and a focus on user-centric design

EDUCATION

Toronto Metropolitan University   **Sep. 2022 – May. 2027 (Expected)**
Honours BSc, Computer Science   *Toronto, ON*
- 4.19/4.33 CGPA; Dean's List (2022 – Present); Renewable Scholarship (Highest Level); Co-op

WORK EXPERIENCE

Mathematics Tutor   **Mar. 2022 – Jun. 2022**
Lincoln M. Alexander Secondary School   *Mississauga, ON*
- Tutored students in grades 9-11 by effectively conveying complex mathematical ideas and fostering academic growth
- Developed strong communication skills through personalized support and catering to individual learning styles