Aditya Negi

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Software engineering student at McGill with industry experience. Experience with full-stack development, multiple programming languages, and artificial intelligence.

Skills

Programming/Scripting languages

Python, Java, JavaScript, C, ARM Assembly, HTML, CSS

Libraries and Frameworks

SpringBoot, NodeJs, NextJs, React, PostgreSQL, ExpressJs, NumPy, Pandas, Pygame

Other

Git, GitHub, UML, VSCode, REST architecture, API, Vim, Linux

Education

Bachelor of Software Engineering

McGill University

2021-PRESENT

Pure and Applied Sciences Marianopolis College

2019-2021

Experience

Software Developer Internship. - THORASYS

JULY 2023-PRESENT

- Developing a Windows service in Delphi to read data from a medical instrument and analyze it
- Establishing TCP/IP connectivity to provide the analyzed data to a third-party software
- Actively working on the development and implementation of the above tasks

Software Engineer Jr. - Equifax Inc.

MAY-AUGUST 2022, MAY-JUNE 2023

-Worked as part of the development team working on the Attribute Engine.
-Developed and tested different features of the Attribute Engine in Python.
-Designed and developed Python scripts to transform business data for other teams.
-Learning outcomes: Python, NumPy, Pandas, Jupyter Notebook, GitHub, Postman

Projects

Soccer Match Predictor

2023

- Designed and implemented a predictive model that forecasts the outcome of soccer matches in Python and achieved a best prediction of 65%.
- Collected and processed large datasets of historical soccer match data.
- Conducted feature engineering and data preprocessing techniques to extract meaningful information for input into the prediction model.
- Utilized supervised learning techniques, such as random forest, to train the prediction model on historical data.

Checkers

2021

- Developed a Checkers game in Python using object-oriented design
- Utilized Pygame library to create an interactive user interface for the game
- Implemented artificial intelligence using the minimax algorithm to allow users to play against a computer opponent

NHL Guess Who

2023

- Developed two NHL-based games using the Next.js framework and NHL API.
- Created a word puzzle game inspired by Wordle, allowing users to guess NHL players based on the provided information.
- Designed a career path game where users identify NHL players based on their professional trajectories.

LeMuseum

McGill

2022

- Developed a web-based museum management system enabling visitors to sign up, request artwork loans, view museum information, and purchase passes.
- Implemented an MVC architecture using Java and Spring Boot for the backend, React.js for the frontend, RESTful APIs, PostgreSQL as the database management system.
- Utilized version control using Git to manage the source code, enabling effective collaboration with team members.