

Aditya Negi

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

Skills

Programming/Scripting languages

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

Libraries and Frameworks

SpringBoot, NodeJs, NextJs, React, Flask, PostgreSQL, NumPy, Pandas, Pygame, Delphi, scikit-learn, YOLO

Other

Git, REST architecture, APIs, Vim, Linux, TCP/IP, Windows Services

Education

Bachelor of Software Engineering

McGill University

2021-Present

GPA: 3.69/4

Languages

English, French, Hindi

Fluent

Spanish

Classroom Study

Experience

Software Developer Intern- THORASYS Inc.

JULY 2023-September 2023, January 2024-Present

- Working on redesigning the data persistence method for the tremoflo software.
- Developed a PoC Windows service in Delphi to establish communication with a medical device.
- Designed an efficient data transfer mechanism to relay collected data to a separate analysis service for in-depth processing.
- Developed on creating a client application responsible for visually representing and plotting the analyzed medical data.

Software Engineer Jr.- Equifax Inc.

May 2022-August 2022, May 2023-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 such as retrieving and processing consumer data.
- Designed and developed Python scripts to transform business data for other teams.

Projects

Soccer Match Predictor ([GitHub](#))

2023

- Designed and implemented a predictive model using supervised learning techniques that forecast the outcome of soccer matches in Python
- Developed a web client in Next.js and connected it using Flask to the back end to display the predictions in a user-friendly manner.
- Achieved a result prediction rate of around 60% and a score prediction rate of around 16%.

LeMuseum

2022

- Developed and designed 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 front end, RESTful APIs, and PostgreSQL as the database management system.
- Utilized version control using Git to manage the source code, enabling effective collaboration with team members.

Checkers ([GitHub](#))

2021

- Developed a Checkers game in Python using object-oriented design.
- Utilized the Pygame library to create an interactive user interface for the game.
- Implemented artificial intelligence using the minimax algorithm to allow users to play against 4 different levels of computer opponents.