

Aditya Negi

438-926-7075 

aditya.negi@mail.mcgill.ca 

<https://www.linkedin.com/in/negi-aditya/> 

<https://www.aditya-negi.com/> 

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

Education

Bachelors of Software Engineering

McGill University

2021-PRESENT

Pure and Applied Sciences

Marianopolis College

2019-2021

Experience

Software Engineer Jr.

Equifax Inc.

2022

-Worked as part of the development team working on the Attribute Engine. Developed and tested different products of the Attribute Engine. Designed and developed scripts to transform business data for other teams.

-Learning outcomes: Python, NumPy, Pandas, Jupyter Notebook, GitHub, Postman

Projects

Chess

2022-PRESENT

- Developing a chess engine in Python using object-oriented design
- Designed a graphical interface for the user to interact with using Pygame

GleanEazy

Code to Give Hackathon (Morgan Stanley)

2022 ([HTTPS://GITHUB.COM/GIANLUCAP106/MS-CODE-TO-GIVE-APP](https://github.com/GIANLUCAP106/MS-CODE-TO-GIVE-APP))

- Developed the application in Java using MVC structure, and PostgreSQL and Spring Boot for the backend
- Designed and developed the frontend using the React framework
- Used GitHub as a version control tool

Checkers

2021 ([HTTPS://GITHUB.COM/ADITYANEGII/CHECKERS-GAME](https://github.com/ADITYANEGII/CHECKERS-GAME))

- Developed a Checkers game in Python using object-oriented design
- Designed a graphical interface for the user to interact with using Pygame
- Developed an AI using the minimax algorithm