Aditya Negi

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Software engineering student at McGill with industry experience. Experience with full-stack development, data structures, 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

Other

Git, REST architecture, APIs, Linux, TCP/IP, Windows Services, Machine Learning

Education

Bachelor of Software Engineering

McGill University *2021-Present*

GPA: 3.69/4

DEC in Pure and Applied Sciences

Marianopolis College *2019-2021*

Languages

English, French, Hindi — Fluent

Spanish — Classroom Study

Experience

Software Engineer Jr.- Equifax Inc. *May 2024-Present*

-Conducting validation of Looker dashboard utilizing BigQuery as the data source.

Software Developer Intern- THORASYS Inc. *July-September 2023, January-April 2024*

-Redesigned and implemented the data persistence method for the Tremoflo software using in-memory JSON instead of local database.
-Compressed JSON data to optimize transmission efficiency and reduce data payload size.
-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-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 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 machine learning model using supervised learning techniques that forecast the outcome of soccer matches in Python
-Developed a web application 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%.

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.