

# 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

## Experience

### Software Engineer Jr. - Equifax Inc.

MAY 2022-AUGUST 2022

- 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.
- 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.

### Chess

2022-PRESENT

- Developed a fully functional chess game using Python, using object-oriented design
- Designed a graphical interface for the user to interact with using Pygame

## Education

### Bachelor of Software Engineering

McGill University

2021-PRESENT

### Pure and Applied Sciences

Marianopolis College

2019-2021

### 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.

### 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