


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, Object Pascal

Libraries and Frameworks

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

Other

Git, GitHub, UML, VSCode, REST architecture, API, Vim, Linux, TCP/IP, Windows Services

Experience

Software Developer Internship. – THORASYS Inc.

JULY 2023-AUGUST 2023

- 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.
- Demonstrated strong problem-solving skills by resolving technical communication and data processing pipeline challenges.

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 (2023)

- Designed and implemented a predictive model using supervised learning techniques 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.
- Developed a web client in Next.js and connected it using Flask to display the predictions in a user-friendly manner.

Checkers (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 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 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 frontend, 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.