

# Bhumika Gupta

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## EDUCATION

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### McMaster University

Hamilton, ON

*Bachelor of Applied Science in Computer Science*

*Sep. 2023 – Apr. 2027*

Relevant Coursework: Data Structures and Algorithms, Computer Architecture, Software Development, Databases, Discrete Math, Linear Algebra

## EXPERIENCE

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### Web Developer

June 2024 – Aug. 2024

*ELM Tree*

*Toronto, ON*

- Designed front-end pages, increasing online engagement by 15%
- Revamped website layout using graphic design principles in Figma
- Conducted research and evaluated tools to optimize website content and management

### STEM Day Camp Counsellor

June 2023 – Aug. 2023

*Mad Science of Toronto*

*Toronto, ON*

- Led and developed customized hands-on STEM activities and lesson plans for groups of 20 children
- Identified and responded to camper behavioural issues, and efficiently report concerns

### Software Developer Trainee

Aug. 2022 – Sep. 2022

*Advanced Charging*

*Toronto, ON*

- Shadowed software developers to gain insights into advanced coding practices and project workflows
- Built a website to analyze and visually present battery data, using HTML, CSS, and Next.js
- Presented findings and proposed optimizations to improve visualization to the software team

### Web Developer

June 2021 – Aug. 2023

*Prospective Medical Professionals Charity*

*Remote*

- Collaborated with a team to design and build a responsive website using HTML, CSS, and Next.js
- Implemented features with Prisma and PostgreSQL for dynamic database management and retrieval
- Organized and tracked project progress via Git

## PROJECTS

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### Tic-Tac-Toe | *HTML, CSS, JavaScript, React*

- Implemented a dynamic Tic-Tac-Toe game using React, focusing on state management and user interaction

### Rule-Based Sentiment Analysis | *C*

- Built a rule-based tool for classifying text sentiment, leveraging the VADER lexicon for accurate analysis

### Sudoku Solver | *C*

- Developed a backtracking algorithm to solve Sudoku puzzles, ensuring efficient and correct solutions

### Blast From The Past | *Elm*

- Collaboratively prototyped a game concept aimed at assisting in diagnosing Parkinson's disease, incorporating iterative user feedback

## TECHNICAL SKILLS

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**Languages:** Python, Elm, JavaScript, C, HTML/CSS, Java

**Frameworks:** React, Next.js, Node.js, Flask

**Developer Tools:** Git, Figma, VS Code, PyCharm, Eclipse