Dhruve Mistry

Software Engineer
linkedin.com/in/dhruvem | Austin, Texas

Technical Skills

Languages	Java, C/C++ (11+), C#, Python, JavaScript, HTML, CSS, SQL
Libs/Frameworks	Swing, TKinter, Pandas, Seaborn, Flask, OpenAI API, ReactJS, Tensorflow, Unity, Jira, Pytorch
Source Control	GitHub, BitBucket, GitKraken
Operating Systems	Windows, MacOS, Linux, Ubuntu Server

Experience

Code Ninjas *– Round Rock, Texas* January 2020 - Present

- ***Assistant Center Director*** June 2020 - Present
  - Promoted from Instructor to Assistant Center Director.
  - Managed business operations, employee supervision, and strategic initiatives.
  - Communicated with parents to update on student progress and address concerns.
- **Instructor** January 2020 – June 2020
  - Taught JavaScript (2D), C# and Lua (3D) with UI development in game building.
  - Developed and delivered course material to 90 students (ages 7-14).
  - Adapted teaching methods for personalized instruction and support.
  - Conducted assessments to monitor progress and adjust lesson plans.

Education

Texas State University, San Marcos May 2024

B.Sc. Computer Science | Applied Mathematics Minor

- CS 4346: Advanced Artificial Intelligence (AI)
- CS 4328; Operating Systems
- CS 4347; Machine Learning (ML)
- CS 3398; Software Engineering

Projects

Hindsight Webapp – Flask App (Python, JavaScript, HTML, CSS, SQL) – Spring 2024

- Developed a finance learning platform with user accounts for tracking personalized content.
- Focused on delivering actional insights to aid informed financial decisions.
- Project for CS3398; SWE *(GitHub/BitBucket repo upon request)*

Text Sentiment Analysis – Jupyter Notebook (Python) – Spring 2024

- Performed sentiment analysis on CSV datasets from X (formerly Twitter).
- Enhanced understanding of real-world social media sentiment analysis.
- Project for CS4347; Machine Learning *(GitHub repo upon request)*

Connect 4 with MINIMAX – Locally run (Python) – Fall 2023

- Developed a Connect 4 AI using MiniMax with alpha-beta pruning for Computer vs. Computer gameplay.
- Optimized evaluation functions and board state checks for predictive decision making.
- Results displayed in a GUI and documented in a technical report.
- Project for CS4346; Artificial Intelligence *(GitHub repo / technical report upon request)*

References

Gianina Gongora – Regional Director, Code Ninjas, Texas

gianina.gongora@codeninjas.com | 512.710.7864

Dr. Purna Murthy – Professor, Austin Community College, Austin, Texas

Purna.murthy@austincc.edu | 512.937.2726

Dr. Ted Lehr – Professor, Texas State University, San Marcos, Texas

t_l81@txstate.edu | 512.245.3666