Devan Parekh

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Education

University of Florida Expected May 2027
Bachelor of Science in Computer Science *GPA: 3.80* *Tampa, FL*
- Relevant Coursework: Data Structures and Algorithms, Advanced Programming, Discrete Math

Experience

Parekh Restoration and Revival May 2021 – August 2023
Founder and CEO *Land O Lakes, FL*
- Successfully marketed and sold over 350 restored sneakers through social media and other online channels
- Generated a total lifetime gross revenue of $45,000 while sustaining a 35% average profit margin
- Managed a small, specialized team that focused on identifying high-potential sneaker listings

Projects

Starting Point Blog | *Python, Flask, SQLAlchemy, HTML/CSS* August 2024
startingpointblog.com
- Designed and launched a full stack dynamic blog application using Python, Flask, and SQLAlchemy, accruing over 10 registered users and 15 posts
- Configured and optimized a Linux server with Nginx and Gunicorn for secure and efficient hosting
- Implemented custom user authentication and password reset features, integrating Bcrypt to hash passwords and JWT tokens for password reset

House Price Predictor | *Python, Flask, scikit-learn* July 2024
GitHub Repo
- Gathered and processed 30 points of local housing data using min-max normalization to standardize feature scales
- Built a Flask web app to provide real-time price predictions, allowing users visualize and input property details
- Developed a multiple regression model from scratch and integrated a separate scikit-learn model, improving prediction accuracy by 70.01%.

Shortest Path in Northeast Flordia | *Python, OSMnx, Matplotlib* November 2024
Demo Video
- Collected and processed 100,000+ data points of road networks for Gainesville and surrounding areas via OSMnx
- Boosted map download speed by 28% through refined graph processing and segmentation into 9 seperate parts.
- Implemented custom Dijkstra's and A* algorithms to compute and compare shortest paths, visualizing them with matplotlib

Minesweeper | *C++* April 2024
GitHub Repo
- Developed a fully-featured Minesweeper game, encapsulating interactive elements for an immersive experience
- Implemented the SFML library to deliver a high-quality graphical interface and responsive controls
- Conducted comprehensive debugging and performance optimization, identifying and resolving bugs to ensure a error-free gaming experience

Involvement

Sigma Phi Epsilon November 2023 - January 2024
Rush Software Chair *Gainesville, FL*
- Collaborated with a team of 3 to rigorously test a PowerApp created for the chapters upcoming rush cycle
- Identified 4 bugs while placing the app under heavy loads, ensuring smooth operation for over 100 concurrent users
- Trained 25 active members on how to effectively use the app, providing ongoing support to make the rush cycle as efficient as possible

Technical Skills

Languages: Python, C++, HTML, CSS, JavaScript
Developer Tools: VS Code, Visual Studio, PyCharm, CLion, Git, Nginx, Gunicorn, Linux
Libraries/Frameworks: Flask, scikit-learn, SQLAlchemy, NumPy, MatPlotLib, XGBoost, SFML, PyGame