Dev Kunjadia

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Education

University of Michigan Ann Arbor, MI

Bachelors of Engineering in Computer Science, Minor in Mathematics *2021-2025*

Coursework: Data Structures and Algorithms, Proof Based Linear Algebra, Calculus 1-3, Discrete Mathematics, Statistics, Computer Organization, Mathematical Writing

Activities: Void Tech Consulting, MFly, M-Hackers, Michigan Data Science Team, Club Wrestling, End the Cycle

Experience

Incoming Software Engineering Intern Prospectively: May 2023 - Aug. 2023

SkySpecs *Ann Arbor, Michigan*

Software Developer August 2022 – Present

Void Technical Consulting *Ann Arbor, Michigan*

- Designed full stack technical system using front-end JavaScript libraries and SQL databases
- Utilized React-Native along with Express.js to create functional infrastructure for cross-platform mobile app
- Developed and implemented backend database schema using Sequalize, PostgreSQL, and Axios

Finance Intern May 2022 – Aug. 2022

Magna International *Northville, Michigan*

- Utilized SAP ERP to manage financial accounting for Magna Rohinni Automotive joint venture
- Recorded and organized technology depreciation into spreadsheets to be entered and accrued
- Worked with 4 person accounting team to prepare trial balances and prepare general ledger for month end

Associate Product Manager Oct. 2021 – May 2022

GoMuve *Quebec, Canada (Remote)*

- Assigned 60 and debugged over 200 JIRA tickets whilst following Agile/Scrum Methodology
- Wrote pseudo code for data validation methods within full stack transit web and mobile applications
- Wrote validation logic for ride scheduling and created edge cases to debug within transit booking software
- Reworked UI of mobile applications to make ride booking and passenger management as seamless as possible

Projects

Computer Vision Object Detection | *Python, Numpy, OpenCV, Math-Library, OOP* Present

- Used linear algebra and geometric properties of shapes to design algorithms to detect polygonal objects
- Detected contours of object in camera footage to allow for object area and perimeter detection using OpenCV
- Utilized Numpy to compile image footage into stacked window display of grey scale-and real contours

Meetup Manager | *JavaScript, React.js, HTML/CSS, Next.JS, MongoDB, REST* July 2022

- Created meetup web app using React.js to build page components, with a MongoDB Atlas Back End
- Used Next.js to handle server side rendering, client authentication, and connection to MongoDB
- Utilized CSS, HTML, and JSX to allow for pages to render dynamically in accordance with server-side data

Zombie Attack | *C++, Git, OOP, Priority Queues, Binary Heaps* Feb 2022

- Created fully functional automatic Zombie attack game with adjustable statistic outputs
- Utilized STL library data structures such as priority queues and binary heaps to implement ordered attack system
- Implemented zombie object logic using abstract data types, polymorphism, inheritance, and comparators

Additional

Certificates: JPMorgan: Software Engineering Virtual Experience, Colt Steele: WebDev Bootcamp
Technologies: C++, JavaScript, Python, React, Node, PostgreSQL, MongoDB, Next, NumPy
Developer Tools: Git, Docker, Jupyter Notebooks, Anaconda, Postman, Linux
Interests: Chess, Wrestling, Weightlifting, Fishing