Dev Kapupara

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Education

BACHELOR OF SCIENCE | SAN JOSE STATE UNIVERSITY | SAN JOSE, CA

- Major: Applied Math and Computer Science
- GPA: 3.84 / 4.0
- Related coursework: Data Structures and Algorithm, Object Oriented Design, Database Management Systems, Advanced Python, Combinatorics, Linear Algebra, Applied Probability and Statistics.

Skills

Coding: Java, Python, C, JavaScript, jQuery, HTML, CSS, Django, SQL, Git
Technologies/Environment: Windows, Mac, MySQL, Bash

Experience

RUTGERS UNIVERSITY | LEARNING CENTER | FEBRUARY 2015 – MAY 2015
Tutoring students in Discrete Math, Physics 1, Programming in Python and Math courses up till Calculus I

SAN JOSE STATE UNIVERSITY | MATH DEPARTMENT | OCTOBER 2017 – MAY 2018
Assist students with problem solving skills; reinforce topics learnt in class; handing out weekly quizzes

SAN JOSE STATE UNIVERSITY | CS DEPARTMENT | AUGUST 2018 – PRESENT
Lab Facilitator and Grader for CS 46B; solve doubts; grade assignments and labs; submit weekly reports

Projects

- Grading Automation (Fall 2018): Python Script that grades entire section's submission *(Python)*
  - Automating compilation and running Java programs and calculate score and upload it on Canvas.
  - Helped grading team to automate the process for grading **180+ submissions**.
- 2-3 Tree (Spring 2018): B-Tree of factor 3, implemented in Java. *(Java)*
  - Designed **Generic 2-3 Tree** as viable replacement to Java's AVL Tree.
  - Gained knowledge of efficient way of data organization and insights into Generics.
- SuperMath (Fall 2017): Harnesses the power of Wolfram Alpha to perform calculations. *(Python)*
  - Features include differentiation, integration, Eigenvalues and vectors, Runge-Kutta/Euler's approximation to ODE's, Permutation of data, series analyzer and Integer, solution to polynomials
  - Helped the class to do some computations quickly to solve Dynamical Systems problems.
- Sudoku N*N Solver: **GUI application** that implements **Recursive Backtracking Algorithm** that solves asymmetrical and symmetric puzzles. *(Java)*
  - Independent project to reinforce the topics learnt in Object Oriented Design and Algorithm class.
- Connect 4 (Spring 2018): Online version of the game. *(JavaScript, jQuery, Bootstrap, HTML, CSS)*
  - 2 player mode game designed in under 1 hour as a response to a challenge from my brother and also to gain practical knowledge of the topics learnt from Udemy course.

Links

- GitHub: https://github.com/devkapupara
- LinkedIn: https://www.linkedin.com/in/devkapupara/