Dharmit Viradia

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EDUCATION

Stevens Institute of Technology

Hoboken, NJ

Master's of Science in Computer Science

Aug. 2019 - May 2021

GPA: 3.55 of 4.0

University of Mumbai

Mumbai, India

Bachelor of Engineering in Computer Engineering

Aug. 2014 - May 2018

EXPERIENCE

Network Engineer

June 2020 – Dec. 2020

Gold Coast Broadband

Jersey City, NJ

- · Worked on implementing and testing bash and python script to automate the process of managing firewall rules
- Contributed on improving security by upgrading from Telnet to SSH Service for remote management
- Configured Pi devices for monitoring building link system
- Created and restructured formulas for excel to improve and automate loading and arranging of data

Projects

Stock Market Application | React, Node.js, Firebase, MongoDB Atlas, Redis, Heroku

Fall 2020

- Developed a web application that allowed the user to buy and sell stocks, build stocks wish list, view investment portfolio, view graphical and statistical data
- Incorporated Firebase for secure login and sign up and to authenticate for user data stored in MongoDB Atlas
- Leveraged data from Finnhub.io API to fetch livestock prices and news and displayed on Homepage
- Hosted the Project on Heroku Platform

Event Registration Application on AWS | Node.js, DynamoDB, Elastic Beanstalk, Amazon SNS Spring 2020

- Created a web form using node.js and environment utilizing AWS Elastic Beanstalk and Amazon DynamoDB
- Configured DynamoDB to store form details of the user and S3 bucket to store application files
- Incorporated AmazonSNS to notify by email and SMS for each new user sign up on Web Page

Expense Tracking Website | Node.js, MongoDB, Express, Handlebars

Fall 2019

- Developed a full-stack web application using Node.js serving a MongoDB with Handlebars as the front end
- Enhanced security using berypt to encrypt user password and store in MongoDB
- Designed Dashboard exhibiting graph of user expenses and allowing CRUD operations

Automatic Visualization of Descriptive Text | Blender, JFrame, Python, Stanford Core NLP

Spring 2018

- Created an application that converts a user input text to a 3D Scene rendered using Blender, Java, Python, Wordnet, and Stanford CoreNLP
- Designed and Constructed GUI using Java Frame
- Implemented a bounding box algorithm and natural heuristics to give the scene a more realistic appeal

Publication

IOSR Journal of Engineering (IOSRJEN)

Automatic Visualization of Descriptive Text

March 2018

Published and presented a project research paper as the first author at ICIATE-2018

Educating Masses with Augmented Reality

March 2018

Published a research paper at ICIATE-2018

TECHNICAL SKILLS

Languages: Python, Java, SQL(PostgreSQL), JavaScript

Frameworks: React, Node.js, Ruby on Rails, Gulp, HTML5, CSS3, Redis, Bootstrap

Developer Tools: Git, GitHub, Docker, Amazon Web Service, MongoDB