Dhaval Jani

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SKILLS:

- **Languages:** Java, Python, C++, C, JavaScript, CSS, HTML, Assembly, R, System Verilog
- **Environments/Softwares:** Visual Studio, Microsoft Excel/Powerpoint, LaTeX, Git, Linux, Bash scripting, AndroidStudio, Agile SWE, ArcGIS Pro, Matlab
- Fluent in English and Gujarati, proficient in French and Hindi

EDUCATION:

University of California, San Diego Fall 2021 - PRESENT

- **Major:** Computer Science with a minor in Environmental Systems
- **Relevant Coursework:** Computer Graphics, Computer Networks, Theory of Computation, Software Engineering, Digital Systems and Circuits, Statistical Methods, Data Science in Practice, Design & Analysis of Algorithm, Politics of Immigration

University of California, Merced Fall 2019 - Spring 2021

- **Major:** Computer Science and Engineering **GPA:** 3.94
- **Relevant Coursework:** Theory of Computation, Algorithm Design and Analysis, Differential Equations and Linear Algebra, Data Structures, Vector Calculus, Statistics, Numerical Methods, Intro to Machine Learning, Calculus 2, Discrete Mathematics, Electricity and Magnetism, Calculus-Based Physics, Spatial Analysis

PERSONAL PROJECTS:

"Raytracer"

- A fully functional raytracer that can render various objects such as spheres and triangles, with transformations and complete recursive lighting, made in C++

"OneStopSoccer"

- Designed and programmed a published chrome extension that displays soccer scores and standings of leagues from around the world. Made using football-data.org API and Wikipedia. Supports 40+ users with over 3k impressions on Chrome Web Store

"Minesweeper"

- A JavaFX GUI version of the classic game Minesweeper, fully customizable with different difficulties, an options menu, and a help HTML page

"Ecotracker"

- A website (https://dhavaljjani.github.io/ecotracker) made with JavaScript, HTML 5, and CSS that calculates your carbon footprint based on inputs

LEADERSHIP/EXPERIENCE:

Instructor at Coding4Youth June 2022 - December 2022

- Instructed middle school aged students computer science concepts in virtual courses and primarily taught Python, Scratch, Lua, and front-end development

Research on "SimBrain" February 2020 - May 2021

- Implemented unit tests in Java and helped configure settings for a neural network simulation software for Professor Jeff Yoshimi. Also helped design UI layouts

Secretary of SASE (Society of Asian Scientists and Engineers) August 2019 - May 2021

- Helped organize/present events, coordinated tasks with other, tabled to increase membership, attended conferences, and created opportunities for professional development for other students

Secretary of Vanguard (Student Body Engineering Finance Organization) February 2020 - May 2021

- Handled general and board meetings, created agendas, and supported numerous engineering clubs on campus with funding and exposure. Also organized large events with the School of Engineering