

Nishaant Dhingra

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EDUCATION

Bachelor of Science Honours in Computer Science

Lassonde School of Engineering, York University

September 2019 - April 2024

Toronto, ON

SKILLS AND RELEVANT COURSEWORK

Languages	HTML5, CSS, TypeScript, JavaScript, Swift, SQL, Python, Java, C/C++
Frameworks	Angular, .NET 6
Technologies	GitHub, LaTeX
Tools/Software	MOSuite, GSuite, Git, Android Studio, Eclipse, Visual Studio Code, Visual Studio, Jira, Jenkins
Database	SQL
Coursework	Advanced Object Oriented Programming, Design and Analysis of Algorithms, Data Structures, Operating Systems, Computer Security, Database Systems, Software Design

PROJECTS

Eazy Survey | Group Project at SOTI Inc. | Angular, HTML, CSS, TypeScript, C#, SQL, Postman, Github (July 2022)

- Collaborated in a team of 4 to develop a user-friendly web app that allows administrators to create and manage surveys while at the same time users can take the surveys created by the administrators.
- Created features such as survey creation, question management, and user authentication to deliver a fully functional app.
- Used Entity Framework to facilitate interaction with the MS SQL database for survey management and data storage.
- Successfully delivered a high-quality product by utilizing effective teamwork and modern development tools.

Mini Soccer Game | Group Project Grade: A+ | Java, JUnit, Eclipse, Github, Github Desktop (November 2021)

- Developed an application that displays an interface with two menus in order to play the game.
- Used Java Swing to create a GUI display to display two game players, a striker and a goalkeeper.
- Used KeyListener interface in order to make the striker move in different positions across the field.
- Automated the movement of GoalKeeper with a random chance to save the ball or miss the ball.

Personal Portfolio | HTML5, CSS, Bootstrap, Javascript, Visual Studio Code, GitHub (June 2021)

- Took an initiative to build a personal portfolio which is a user facing web application, to understand and implement strong UI and graphic design sensibilities.
- Learned how to use Bootstrap for attractive and smooth user experience and enhanced features.

Path Finding | Project Grade : A+ | JUnit, Java, Eclipse, GitHub (November 2020)

- Developed an algorithm to find out the shortest path from a random point on a 2d grid to the border of the grid using recursion method.
- Used behavior driven development, Object Oriented Programming (OOP) and SOLID principles in order to plan and implement the code for this project.
- Calculated errors in the code by testing and debugging which increased algorithm's accuracy using JUnit

EXPERIENCE

Software Developer Intern, SOTI Inc.

(May 2022 — April 2023)

- Collaborated with cross-functional teams in an agile environment to develop and implement new features for XSight, like Application Spotlight, which lets the user have in-depth analysis of each app installed in their devices.
- Implemented Single Page Application solutions using Angular and Redux (front-end), and C# and SQL (back-end).
- Utilized Git, Postman, and JUnit to support efficient development and testing.
- Communicated regularly with product managers to gather requirements and ensure XSight met customer needs.
- Technologies Used: C#, .NET Framework, Typescript, SQL, Git, Postman, JUnit, Angular

CERTIFICATIONS

Google Cloud Training Internshala

GCP Essentials, Intro to Machine Learning: Language Processing Web Development