Nishaant Dhingra

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EDUCATION

Bachelor of Science Honours in Computer Science — *GPA: 3.2/4.0* *September 2019 - April 2024*
Lassonde School of Engineering, York University Toronto, ON

SKILLS AND RELEVANT COURSEWORK

Languages	Python3, Java8, C/C++, HTML5, CSS, JavaScript, SQL, Swift
Technologies	GitHub, LaTeX
Tools	Google Cloud Platform, GSuite, Git, IntelliJ, Android Studio 3.1, Eclipse, GitHub Desktop
Operating Systems	Windows, Linux, MacOS
Database	MySQL
Coursework	Advanced Object Programming, Design and Analysis of Algorithms, Data Structures, Operating Systems, Computer Security, Database Systems, Software Design

PROJECTS

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, striker and a goalkeeper
- Used KeyListener interface in order to make the striker move in different position 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* *(May - 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

Amazon Price Tracker | Hackathon - MLH Community | *Python, Beautiful Soup, Visual Studio Code* *(February 2021)*
- Developed a python script in order to web scrape Amazon.com and find out prices of over 12 million different products
- With the help of Beautiful Soup I was able to let the user know when their desired product is in their budget range by sending an email out to them
- Helped friends and family to stop constantly searching for product prices thereby saving hours of time

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, 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

Computing Solutions Advisor, Best Buy Co., Inc. *(November 2021 — Present)*
Salesperson — Computer based products
- Responsible for sales, handling customer needs and guiding them in order to find the correct product
- Guided customers what to purchase and demonstrated the need of each product as per their specifications
- Managed to sell about $50,000 worth computer-based products daily while collaborating with my team

Exchange Student, Schulen: Partner der Zukunft (PASCH) *(October 2015 — May 2016)*
Volunteer Position — Waste Management Project
- Took the opportunity and traveled to Germany in order to work on a Waste Management Project
- Initiated the project with a group of 20 students and 3 professors in order to begin the research as to how waste is managed
- Concluded our project and implemented what we learned in Indian high schools which helped to increase awareness of recycling of products by 65%

CERTIFICATIONS

Google Cloud Training	GCP Essentials, Intro to Machine Learning: Language Processing
Internshala	Web Development