

Nishaant Dhingra

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EDUCATION

Bachelor of Science Honours in Computer Science — GPA: 3.2/4.0
Lassonde School of Engineering, York University

September 2019 - April 2024
Toronto, ON

SKILLS AND RELEVANT COURSEWORK

| | |
|-------------------|--|
| Languages | Python3, Java8, C/C++, HTML5, CSS, JavaScript, SQL, Swift |
| Technologies | GitHub, LaTeX |
| Tools | Google Cloud Platform, Git, PyCharm, Overleaf, 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, BeautifulSoup, 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 BeautifulSoup 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 Internshala GCP Essentials, Intro to Machine Learning: Language Processing Web Development