

DHRUV BARAD

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EDUCATION

University of Minnesota-Twin Cities
Bachelor of Science in Computer Science
College of Science and Engineering

September 2021 - May 2024

EMPLOYMENT

Software Development Intern, Pearson VUE, Bloomington, MN

June 2023 - Present

- Actively contribute to the Agile/Scrum development process within Pearson, participating in sprint planning, daily stand-ups, sprint reviews, and retrospectives.
- Collaborate closely with cross-functional teams including developers, QA engineers, product owners, and designers to deliver high-quality software solutions.
- Complete assigned user stories and defects within specified sprint timelines, ensuring alignment with project objectives and stakeholder requirements.
- Demonstrate adaptability by swiftly responding to changing project priorities and requirements, contributing to the iterative development process.
- Contribute to the improvement of development processes and methodologies, actively participating in sprint retrospectives and proposing actionable insights for optimization.

Undergraduate Teaching Assistant, University of Minnesota-Twin Cities, Minneapolis, MN

January 2023 - May 2023

- Assist professors in preparing instructional materials, grading assignments, and providing feedback to students to enhance their learning experience.
- Conduct review sessions and one-on-one tutoring sessions to clarify concepts and address students' questions or concerns.
- Serve as a resource for students, offering assistance with coursework, exam preparation, and navigating academic resources.
- Demonstrate strong communication skills in conveying complex ideas and concepts in a clear and accessible manner to students with diverse learning styles.

SKILLS

LANGUAGES: Python, Java, HTML, CSS, JavaScript, TypeScript, C/C++, C#, SQL

LIBRARIES/Frameworks: Node.js, Express.js, React.js, Bootstrap, TailwindCSS, Next.js, Flask, NumPy, Pandas, PySpark

OTHER: GitHub, Bitbucket, TeamCity, Docker, Waterfall, Agile, Scrum, Firebase, JUnit, Google Testing

PROJECTS

ComicApp, Personal Project

- Developed a dynamic web application using React and TypeScript that interfaces with Marvel's and Star Wars comic API to retrieve and display detailed character information.
- Utilized Node.js and Express.js to create a backend service that handles API requests for data retrieval and responses.
- Link to project: [Comic App](#)

Portfolio Website, Personal Project

- Developed a portfolio website using React and Next.js utilizing server-side rendering.
- Implemented a clean and minimalist design using Tailwind CSS to style components and ensure responsiveness efficiently.
- Successfully deployed and hosted the portfolio on Vercel, along with automated deployments through GitHub, ensuring real-time updates on the live website.
- Link to project: [Portfolio Website](#)

RELEVANT COURSEWORK

Data Structure and Algorithms, Software Engineering, Internet Programming, Web Development, Program Design & Development, Operating Systems, Machine Architecture and Organization, Database Systems, Data Mining, Discrete Structures