DHRUV BARAD

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EDUCATION

University of Minnesota-Twin Cities, *College of Science and Engineering* Expected graduation May 2024
Bachelor of Science in Computer Science

North Hennepin Community College January 2020 - August 2021
Dean's list: Spring 2020, Fall 2020, Spring 2021

WORK EXPERIENCE

PearsonVUE | *Software Development Intern (Remote),* Bloomington, MN June 2023 - Present
- Collaborated with a team of 6 developers to process over 15 user stories and defects weekly, actively contributing to the iterative development process following Agile and Scrum methodologies.
- Participated in daily stand-up meetings, providing progress updates and discussing roadblocks, cultivating effective communication and teamwork within the development team.
- Contributed to troubleshooting and debugging software issues, leading to a 25% decrease in overall software defects and enhancing the application's stability.

University of Minnesota-Twin Cities | *Undergraduate TA,* Minneapolis, MN January 2023 - May 2023
- Assisted with laboratory and discussion sections, providing students with hands-on learning experiences.
- Held office hours to answer student questions and provide additional support outside class.
- Completed grading of assignments and exams, ensuring fairness and accuracy.
- Demonstrated ability to communicate complex concepts to students effectively.

SKILLS

LANGUAGES: Python, Java, HTML, CSS, JavaScript, TypeScript, C/C++, SQL, OCaml
LIBRARIES/DATABASES/FRAMEWORKS: Node.js, Express.js, Numpy, Pandas, PySpark, React, Bootstrap, MySQL
OTHER: GitHub, Bitbucket, TeamCity, Docker, JIRA, Agility, Agile/Scrum, Firebase, JUnit, Google Testing

PROJECTS

Marvel/Star-Wars Comic API Project | *Personal Project* | URL
- 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.
- Employed **Firebase** for hosting, showcasing familiarity with cloud services for web application deployment.

Multi-Type Voting System | *Team Project*
- Collaborated with three students in a Software Engineering class to design, develop, and implement a voting system accommodating three different election types.
- Implemented initial phases using the **Waterfall** model, focusing on design, implementation, testing, deployment, and maintenance.
- Seamlessly transitioned to **Agile/Scrum**, adopting iterative cycles for enhanced collaboration, flexibility, and responsiveness.
- Developed core functionalities of the voting system using **Java** and **Object-Oriented Programming** principles.

Drone-Simulation | *Team Project*
- Collaborated with three students in a Program Design and Development class to add additional functionalities to an existing project.
- Worked on a pre-existing **C++** drone project, expanding its capabilities to include dynamic interactions with newly introduced objects like robots.
- Utilized **Object-Oriented Programming** principles and various design methodologies to achieve project goals.
- Containerized the enhanced drone system using **Docker** to streamline deployment and ensure consistency across different environments.