

Diya Gandhi

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SKILLS

Python, Java, Adobe Photoshop, Adobe Illustrator, CSS, HTML, Excel, Powerpoint, Zoom, Customer Service, Problem Solving

EDUCATION

Boston University, Boston MA — *Bachelor's Degree in Computer Science*

JANUARY 2022 - MAY 2025 (Expected)

Relevant Courses: Introduction to Computer Science I (Python), Introduction to Computer Science II (Java), Combinatoric Structures (Discrete Math)

EXPERIENCE

Walgreens , Florham Park, NJ — *Pharmacy Technician*

SEPTEMBER 2022 - JANUARY 2023

As a pharmacy technician during a gap semester, I gained valuable experience in filling and dispensing medications, managing inventory, and providing excellent customer service. I developed strong time-management, multitasking, communication, and collaboration skills while gaining a deeper understanding of the importance of pharmaceuticals.

Nonna's Pizza and Italian Restaurant, Florham Park, NJ — *Phone Receptionist*

SEPTEMBER 2017 - DECEMBER 2021

As a phone receptionist at a restaurant, I provided excellent customer service by answering calls, handling customer inquiries and complaints, and maintaining a positive and friendly demeanor. One of my key responsibilities was to memorize the restaurant's menu in order to provide accurate information to customers.

PROJECTS

Connect Four - *Python (CS111)*

Programming project; skills in game development, problem-solving, and programming using Python.

- Created three types of players: random computer player, AI player, and regular player
- Game is played on a Board object, players take turns making moves until a win, or the board is full
- Implemented the use of classes

TextModel class - *Python (CS111)*

Python implementation; for text analysis.

- Cleaning text, stemming words, counting word and sentence lengths, and comparing dictionaries
- Provides methods for analyzing and comparing these dictionaries

Black Jack - *Java (CS112)*

Programming project; skills in game development, problem-solving, and programming using Java.

- Implemented game mechanics such as shuffling and dealing cards, calculating hand values, and allowing player actions
- Used object-oriented programming principles to design classes for the game components, such as Deck, Card, Player, and Dealer
- Conducted testing and debugging to ensure smooth gameplay and error-free performance