

Diya Parmar

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Education

Bachelor of Computing, Software Engineering (Co-op)

UNIVERSITY OF GUELPH

2021 - Present

- Pursuing a minor in Project Management
- **Relevant Courses:** Data Structures, Software Systems Development and Integration, Operating Systems, Software Design, Discrete Math, Project Management, Web Design, Statistics

KEY ACADEMIC PROJECTS:

- **Molecule Viewer (2023)** – Developed a full stack application that allows uploading of SDF files and displays the 3D rotational image of the molecule. Used C, Python, SQLite, JavaScript, HTML and CSS to develop this application. [View Project Here](#)
- **Covid-19 Data Analysis Project (2022)** – Developed a python program using data based on Covid-19 cases in different areas. Created scatter plots using matplotlib and seaborn and developed trends depicting conclusions in positive cases across the nation [View Project Here](#)

Skills

- **Languages/Frameworks:** C, Java, Python, HTML, CSS, JavaScript, SQL, React, Bootstrap
- **Tools:** SQLite, Docker, Git, VS Code, Eclipse, Atom, X Code, Figma || **Operating Systems:** Mac OS, Windows, Linux
- **Project Management:** Trello, Jira, Slack, Bitrix24
- **Other Skills:** Pair Programming Experience, Familiar with Software Development Life Cycles (SDLC) - Agile and Waterfall development methods

Work Experience

Web Developer for Sandwich Station

Burlington, Ontario

SELF EMPLOYED

2022 - Present

- Developing and designing a user-friendly primary website for this new upcoming restaurant using HTML, CSS, and JavaScript
- Saving information into a CRM (customer relationship management) system database to access previous order details, and contact information
- Adding features like online ordering, menu, and contact info, the website is intended to increase convenience for customers
- The website has increased the companies sales by 20 percent after the first launch

Private Programming Tutor

Brampton, Ontario

SELF EMPLOYED

2022 - Present

- Collaborated with students to work on beginner Java, C, and Python lessons, mainly focusing on object-oriented programming concepts
- Created interactive tests and quizzes for students to explore and learn about their strengths and weaknesses
- Increased engagement by creating online learning tools and utilizing online meeting platforms to increase group work and collaboration

Personal Projects

Online Banking System

[View Project Here](#)

JAVA PROJECT

- Developed an online banking system using object-orientated programming in Java using Eclipse IDE.
- Used Creational Design Patterns such as factory method and prototype to develop a user-friendly GUI for the user to access their mock account, creating a simulated banking system that can be used as practice before a real-life transaction
- Allowed individuals to use the system in a school fair which increased engagement and involvement with the developed project

Personal Portfolio

[View Project Here](#)

HTML, CSS, JAVASCRIPT

- Developed and designed a responsive personal portfolio website using HTML, CSS and JavaScript
- Incorporated a section linked to a google sheets form where entered information by the user is stored within their respective categories.

Extra-Curricular Experiences

Computer Club

EXECUTIVE MEMBER

2021

- Gave beginner Java and C programming lessons to students and engaged them in hands-on activities
- Worked to increase club awareness for women in STEM and build a larger group of individuals who were interested to learn about programming
- Hosted Hackathons and programming competitions amongst club members to increase interest and involvement
- Increased the enrolment for Intro to Computer Science course at the institution