Saurav Gautam

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Aspiring programmer seeking challenging career opportunity in Computer Science.

💼 PROFESSIONAL EXPERIENCE

Full Stack Development Intern, *ISU Continuing Education and Workforce Training* — Sep 2021 – Present / Pocatello
- Design and develop Python Django framework for CEWT's website.

Software Quality Assurance Intern, *Iteris, Inc.* — Feb 2021 – Aug 2021 / Idaho Falls
- Understood QA framework, testing types, application of testing frameworks, and the benefits to the product business and team.
- Created a comprehensive test script for the Iteris ClearFleet application that includes complete acceptance criteria and prioritization of functional areas for testing.
- Defined a plan to automate the test scripts defined to generate operating leverage on the software team and improve the overall quality of solutions delivered.

Software Development Intern, *College of Business, Idaho State University* — Oct 2020 – Jan 2021 / Pocatello
- Researched and collected information for an application that implements a text-based encryption to prevent the evident quantum technology and its power to decode the current encryption algorithms.
- Learned about socket programming and network protocols to monitor data packets and behavior of the data stream over different internet protocols.

Web Development Intern, *Web Communictaions, Idaho State University* — Feb 2020 – Oct 2020 / Pocatello
- Worked within the content management system for the university's website to optimize the use of the site.
- Used web essentials like HTML, CSS, JavaScript, jQuery, and Bootstrap for the development of the website to create custom content types and programmable layouts.

🎓 EDUCATION

Computer Science, *Idaho State University*
May 2018 – Present | Pocatello
Senior with GPA standing of 3.84.

🌐 LANGUAGES

| C# | Java | C | Python | SQL |

🧩 TECHNOLOGIES

Software Testing *(Manual (End-to-end test scripts, review testing, acceptance testing) and Automated (Selenium, C#, Azure DevOps))*

Software Development *(Agile (JIRA), Scrum (Academic))* • **CMS** *(TerminalFOUR)* • **Gradle** • **Maria DB** • **Bootstrap**

React

📁 PROJECTS

Sudoku Solver, *HTML, CSS, jQuery* ↗ — Aug 2020
- Generates and solves sudokus of various difficulties through a web interface.
- Uses a backtracking algorithm to solve the sudokus.

LinkedIn Connection Bot, *Python, Selenium* ↗ — Jul 2020
- Through a simple CLI, logs into the LinkedIn profile searches people with the specified search text and sends follow requests with a custom invite message.
- Works with peoples with an open profile and lists out the people it missed.

Acquire, *C#, Unity 3D* ↗ — Aug 2019 – Dec 2019
- A 3D version of a classic board game, Acquire created for an academic course as a group project.
- Used Agile Scrum as a development model and G-suite for project management.

Wanna die?, *C#, WPF* ↗ — Jan 2019 – Apr 2019
- An exploration-based fighting game with monsters, potions, and a map developed as an academic solo-project.
- Used OOP to model the classes and UML for class diagrams.