Dev Brahmbhatt

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Summary of Qualifications

- 2nd Year Computer Engineering student with Sound knowledge of Electric Circuits, Core Programming languages, Computer Hardware, Network Topologies, Software Process Models, Design Patterns, & Software Development Life Cycle developed through hands on experience configuring PC systems and building software applications.
- A proven track record in engineering analysis, report writing, and leadership, complemented by exceptional communication and interpersonal skills. I've honed my abilities through academic and personal projects.

Technical Profile

Languages: C, Java, Python, SQL, C#, Verilog, VHDL, C++, HTML, CSS
Platform: Windows 7/10/11, Mac OS X, Ubuntu, Unix/Linux
Tools: MATLAB, Google Suite, MS Office Suite, UML, testing - Junit4, VS Code, Power BI, Tableau, Oracle SQL Developer, Apache Tomcat, National Instruments, NI Multisim, Altera Quartus II

Education

Computer Engineering – B. Eng *Sep 2023 – Exp. 2027*
Toronto Metropolitan University (formerly Ryerson)
Awards: Dean's List 2023-2024 Faculty of Engineering &Architectural Science, *CGPA: 4.12/4.33*
Relevant Courses: Data Structures & Algorithms, Software Systems, Digital Systems, Electric Networks, Electronic Circuits I, Object Oriented Eng Analysis & Design

Academic and Personal Projects

GUI Bookstore Application | Java, JavaFX, Junit *Feb2025 – March 2025*

- Lead a team of 3, following a suitable agile software process model to successfully design, analyze, and implement a GUI Bookstore Application using Java and JavaFX.
- Prepared an efficient project design by creating UML Use Case diagrams and Class diagrams, to ensure team members understand the tasks and project deliverables are completed well before the deadline. Used Github for version control.
- Managed the apps UI Design, and oversaw the backend development. Tested the final design using Blackbox, Whitebox tests and JUnit4 to ensure it meets project requirements. Used the State design pattern to easily navigate between different screens.

FTP Server| Windows OS, Zero Tier VPN *Dec 2024 – Jan 2025*

- Configured and assembled a high-performance Desktop PC featuring Intel Core i9, Nvidia GeForce RTX 3060Tias a foundational step of the FTP Server project.
- Migrated to Windows 11 Pro to create an Dedicated FTP Server, designed to enable seamless user-to-user file transfers and serve as a centralized storage solution for all WLAN-connected devices, enhancing security with help of ZeroTier VPN Services.

2D Platformer(s) | C# Scripts, Unity Game Engine, Visual Studio *Aug 2024 – Sept 2024*

- Developed a 2D platformer game using C# and Unity, implementing key gameplay mechanics such as player movement, collision detection, and enemy AI.
- Designed levels using Unity's physics engine and optimized game performance. Conducted play testing to ensure smooth functionality, gameplay experience and Enemy AI difficulty testing.

Data-Driven Climate Analysis Program| C, GNU Plot *Mar 2024 – Apr 2024*

- Led a team, to develop a C program to analyze 256 years of global temperature data, employing mathematical computations to derive insights into climate trends and seasonal variations.
- Utilized GNU Plot to develop data visualizations to showcase key findings, including temperature fluctuations, correlations between land and ocean temperatures, enhancing understanding of climate change impacts.

Team Lead – Introduction to Engineering *Sept 2023 – Dec 2023*

- Lead a 10-person team towards successful completion of Reverse Engineering Project for my Intro to Engineering course. Utilized PowerPoint and MS Office for formatting and data presentation such as the development of charts, tables, graphs.
- Planned group meetings based on member availability and provided timely updates on project to all team members ensuring project deadlines are met, demonstrating great leadership, organization, time-management, and interpersonal skills.