Keshav Narain Gainda

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Objective

Seeking a Co-op position for Summer/Fall 2021 in Computer Science related fields.Currently pursuing a Bachelors degree in Computer Science,I am questing for challenging avenues, where my knowledge and skill matches with the organization's growth.

Education

York University Toronto, ON, Canada

Bachelor of Science(Hons.) in Computer Science, *Sep 2019 - Apr 2023*

- Lassonde International Scholarship (September 2019)
- York University International Scholarship of Merit(August 2020)

Projects

Bank Account Management System | *C, Eclipse* February 2021

- A console application (without graphics) for managing bank accounts from bank's end where one can create a new account, update information of an existing account, view and manage transactions, check the details of an existing account, remove existing account and view customers' list.
- Used **File Handling** extensively and divided the program into various functions, each of which is related to a different banking activity.

Student Transcript using OOP | *Java, JUnit, Ecipse, Grade: A+* December 2020

- Generated an unofficial transcript for students by tokenizing a given input file containing details of students.
- Used **Object Oriented Programming** features including encapsulation, static factory methods, method over-riding, method hiding, inheritance and **exception handling**.
- Developed the ability to read **UML diagrams** and create a program accordingly.
- Used JUnit tests to check the accuracy of the program.

Shortest Path Finding using Recursion | *Java, JUnit, Eclipse, Grade: A+* November 2020

- Coded an algorithm for an object/point (car) to get out of a grid/matrix (city) without crossing repeated intersections, using the technique of recursion.
- Tested and Debugged the code using given **JUnit tests.**

Tic Tac Toe | *Java, Eclipse* July 2019

- Built a program for implementing a common game known as 'Tic-Tac-Toe'. The game is played on a 3x3 grid and by two players, who take turns.The player who has formed a diagonal, horizontal or vertical sequence of three marks wins the game.
- Used technique of **Object Oriented Programming** and **Exception handling** for building the program.

SKILLS

Technical Skills

- **Languages**: Java, Python(Beginner), C++, SQL, JavaScript, HTML/CSS
- **Softwares Used**: MS Office, Visual Studio Code, Android Studio, Eclipse, PyCharm, iMovie
- **OS**: Windows, Android, MAC OS, Linux
- **Database(s)**: MySQL
- **Also Familiar With :**Verilog,RISC V
- **Coursework**: Programming for Mobile Computing (HTML/CSS/JavaScript), Net-Centric Introduction to Computing(Android), Discrete Mathematics, Intro to Logic for Computer Science, Intro to the theory of Computation, Computer Organisation(RISC V, Verilog), Data Structures, Software Tools(C).

Soft Skills

- Leadership
- Creativity
- Teamwork
- Active Listener
- Time Management
- Problem Solving
- Effective Communication
- Willingness to Learn
- Pressure Handling