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**EDUCATION**

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**McGill University - GPA: 4.00**

2023 - Present

Pursuing an undergraduate degree in computer science and AI.

**Lord Byng Secondary School**

2018 - 2023

Achieved first class honours every semester grades 8-12. Varsity soccer &amp; Computer programming club executive.

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**WORK EXPERIENCE**

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**LEGO Robotics Lead Camp Instructor - STEMphilic Education**

2022 - 2023

- Taught LEGO Spike Prime to students aged 5-13 at a spring and summer camp.
- Responsible for creating lesson plans to target a multitude of ages, teaching to a group and 1 on 1.

**Relevant skills:** Explaining logical ideas in a clear and concise manner, leadership.**LEGO Robotics Assistant Camp Instructor - Daedalus Enrichment Programs**

2021

- Taught LEGO Mindstorms and LEGO WeDo to students aged 5-13 at a summer camp.

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**EXTRACURRICULAR EXPERIENCE**

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**FIRST Robotics (Team Canada & Tech Challenge) - Captain, Programmer, Designer**

2019 - 2023

- Captained FIRST Tech Challenge robotics team #16267 to 2 top 3 provincial finishes & 1 world championship appearance. Was one of 5 people to represent team Canada internationally in 2022 for FIRST Global Challenge.
- Programmed the logic for both remote controlled and autonomous mode with Java and Android Studio.
  - Successfully implemented computer vision, odometry and localisation algorithms, PID and a state machine.
  - Used abstraction to make code more accessible to team members with less programming experience.
- Designed and built key components of the robot including drive trains, linear slides, mechanical claws and arms, flywheel ball launchers and climbing winch using Fusion 360.
- Taught and led LEGO robotics workshops for youth in the area.

**Relevant skills:** Java, Android Studio, Fusion 360, Leadership

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**PROJECTS**

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**Unity Game Development | Deployed Code: <https://kieranparanjpe.itch.io/>**

2016 - Present

- Individually created 8 desktop games and 4 mobile games in both 2d and 3d using the Unity game engine, C# and blender. Deployed games to itcho.io and Google Play Store.
- Developed platforming mechanics, first/third person shooter mechanics, multiplayer mechanics, endless runner mechanics and active ragdoll mechanics among others using object oriented principles.
- Successfully set up Unity Ads to earn revenue from mobile games.
- Implemented Firebase databases to effectively store user data online and communicate with website frontend.

**Relevant skills:** C#, Unity, Firebase, Blender, Javascript, HTML, CSS**Spotify Stats & to MP3 | Deployed Code: <https://music-stats-kieran-paranjpe.vercel.app/homepage>**

2024

- Made a web app using React.js and Next.js to display information about a user's Spotify account.
- Interfaces with Spotify web API.
  - Shows top songs, artists and genres for 3 different timeframes. Developed a custom algorithm to find a user's top genre because Spotify does not expose this by default.
- Interfaces with Youtube data API v3.
  - Searches for songs on Youtube, and then converts and downloads the mp3 to allow for song download.
- Implemented NextAuth to handle authentication with refresh tokens.

**Relevant skills:** Typescript, React.js, Next.js, Javascript, GitHub, HTML & CSS, Tailwind CSS**Audio Visualiser | Deployed Code: <https://audio-visualisers-b0876.web.app/>**

2023

- Made a web app using HTML5 and p5.js to display audio visualisations for the device's currently playing music.
- Used the Spotify API to match the colour scheme of the visualiser to the colour scheme of the given album cover from which the song is playing.
- Developed around the Audio Context API to listen for currently playing audio from the device.

**Relevant skills:** Javascript, p5.js, HTML & CSS**Processing Projects | Source Code (for all): [github.com/kieranparanjpe](https://github.com/kieranparanjpe)**

2020 - 2023

- Programmed and developed many applications using Processing in Java.
- Made a program to zoom on the Mandelbrot set, online chess, 3D shooter, asteroids, choose your own adventure text based game and online tic-tac-toe.

**Relevant skills:** Java, Processing

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**SKILLS SUMMARY**

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**Programming Languages:**

C# (7 years) | Java (5 years) | Javascript (3 Years) | Typescript (&lt; 1 Year) | HTML &amp; CSS (6 years)

**Softwares/Programs:** MS Office | GitHub | Fusion 360 | Blender | Photoshop | Firebase**Soft Skills:** Self Directed Learning | Leadership | Teamwork | Perseverance | Teaching | Communication