**Khushi Lad**

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**EDUCATION**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**University of Alberta, Edmonton | Edmonton, AB**  *Expected Graduation May 2026*

*BSc with a specialization in Computing Science GPA: 3.8*

**Coursework:** Data Structures, Algorithms, Databases, Software Design, Discrete Mathematics, Data Science, Linear Algebra, Probability and Statistics, Calculus ll, Project Based Classes, OOP, Regression Techniques, Analysis of Variance and Covariance, Data Analysis, Machine Learning

**SKILLS AND TECHNICAL TOOLS**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Languages:** Python, JavaScript, SQL, C, HTML/CSS, Express, ReactJS, Java

**Technologies:** Git, GitHub, REGEX, Bash Scripting, Unix environment, MongoDB, Firebase, scikit-learn

**EXPERIENCE**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Coding Instructor | Code Ninjas** *July 2023 – Present*

* Teach students the fundamentals of programming, problem solving, and algorithm design using the IMPACT platform which works them through block-based coding, JavaScript, and C# while building their own games and applications.

**CERTIFICATIONS/COURSES** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Google IT automation with Python Professional Certificate**

* **Using Python to Interact with the Operating System:**

Automating System Administrative Tasks, Testing, Setting up Developer Environment, Regular Expression (REGEX)

* **Git and GitHub:**

Use and interact with Git, Creating Pull Requests, Reverting Changes, Version Control Systems

**PROJECTS**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**eTiffin |** *MERN stack , google Cloud*

* Currently working on an app that connects homecooks to people in the area looking for a home cooked meal
* It will integrate google maps with search functions so users can search for cuisines and locations close to them

**Events Management App |** *java, Firebase, Google Cloud*

* Building a large-scale app in Android Studio in teams of 6. Our project is to create an event management system where attendees check in using QR codes on their mobile devices. Organizers can track attendance, manage event details, and send notifications.
* Integrated Google Maps to location tracking

**TechNotes:**

MERN ( React.js, Node.js, Mongo DB, Express.js) , JWT ( JSON web Tokens )

* Notes app with login and auth features that allows users to assign notes/tasks to other users. Uses the MERN stack for the application. Uses JWT to authorize certain pages to users with certain permissions.

**COURSE WORK – team project:**

SQL/Python and MongoDB

* Built a system that keeps the enterprise data in a database and provides services to users through a menu on the command line. Specifically in this project the users could login or signup and the database contained information on users and tweets, and an example of a service was retrieving the latest 5 tweets from all the people a specific user follows. Built a very similar system with a MongoDB database instead of SQL.

**MOVIE RATER WEBSITE – HACKed 2024 (hackathon)**

HTML/CSS/JAVASCRIPT

Built a movie rater website like IMBd. It featured a login/signup page, main page, carousels, ratings that users could add to. I mainly worked on the frontend and learnt how to reuse HTML / CSS code in larger scale projects and throughout each of the pages.

**COURSEWORK**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Highlights:** Gained valuable experience in data structures and algorithms, C, Python, SQL, JavaScript Mongo DB, GIT and working with a team through projects in various classes.

**ALGORITHMS l:**

Algorithm design and analysis; divide and conquer; dynamic programming; greedy methods, backtracking, and local search methods; analysis techniques to estimate program efficiency.

**PRACTICAL PROGRAMMING METHODOLOGY**:

Fundamental principles of software engineering based on abstract data types and their implementations; C language; Software Development tools of the Unix Environment

**FILE AND DATABASE MANAGEMENT:**

Data organization and information processing; entity-relationship model; relational model; SQL and other relational query languages; storage architecture; physical organization of data; access methods for relational data