Manan Choksi

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EDUCATION

San Jose State University

Masters in Artificial Intelligence

GPA: 4.0

August 2023 - May 2025

University of Sydney

GPA: 80

Bachelor of Advanced Computing

February 2019 - December 2022

TECHNICAL SKILLS

Languages: Java, Python, C, SQL, JavaScript, HTML/CSS, R

Frameworks: React, Node.js, Android SDK, Flask, JUnit, Material-UI, TCP/IP

Developer Tools: Git, Docker, VS Code, Gradle, Salesforce Lightning, Heroku, PostgreSQL, Microsoft Azure, Jenkins

Libraries: pandas, NumPy, Matplotlib, Keras, TensorFlow, scikit-learn

EXPERIENCE

Deloitte February 2023 – July 2023

 $Software\ Engineer$

Sydney, NSW

- Migrated data from one Salesforce sandbox to another, implemented Google reCAPTCHA on a payment web page and fixed various payment gateway bugs in order to help modernize Australian Olympic Committee's (AOC) donation page and make it serviceable
- Utilized Salesforce Lightning Web Components to fix code base following OOP(Object Oriented Principle) in order to integrate Stripe payment for the AOC

Conducive Technologies

July 2021 – October 2021

Software Engineer Intern

Sydney, NSW

- Created a Python script using multi-threading to generate a list of all possible distances between any two suburbs in NSW which was distributed to transport companies
- Used computer vision to help create a license plate detection algorithm to measure foot traffic at COVID testing sites. This data was provided to NSW government for analysis

RESEARCH

University of Sydney, SCS Lab

February 2022 – December 2022

Research Intern and Honors Thesis

Sydney, NSW

- Utilized IoT devices like smart plugs, data mining algorithms and unsupervised machine learning techniques to produce a habit change detection algorithm with an 80% accuracy
- Created a web portal using Heroku and Flask to automatically collect data from APIs for smart plugs and store them in a MongoDB database. This helped me automate the data collection process from 8am 5pm every day
- My findings were published at the prestigious UbiComp 2022 conference and the ACM journal (Association for Computing Machinery). Link can be found here

Projects

Android Mobile Application | Android, Java

August 2022 - December 2022

- Created a party game application in Android called Vennly where I helped implement Bluetooth pairing functionality in order to allow five players to play our game simultaneously
- Created multiple page views and developed the JSON database schema. Designed and implemented a backend to store and retrieve data efficiently
- Our game app received the highest score in the cohort and was awarded the best application

- Led a team of 5 and interacted with the client to gather requirements and plan website functionality
- Utilized MaterialUI and React to create forms on the website and store their results in the database so that user preferences could be used to match them with coaches
- Responsible for setting up a database in MongoDB and creating the login page functionality

PyPI Python Library | Python, Docker, Numba, Three.js

July 2021 - December 2021

- Built a python library visualizer of a **Geodesic dome** using Numba in order to create a spherical SOM (Self Organizing Map) to address issues encountered with the "border effect"
- Responsible for building the tessellate function and creating a storage function to store data at vertices
- Used Docker to containerize the application ready for deployment to our customer
- Created the PyPI library and documentation for this project. Link can be found here