Keshav Mehta

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OBJECTIVE: I am a dedicated **Full-stack software developer** focused on solving real-world challenges through **MERN Stack** and **Python-based software development**.

EDUCATION

CALIFORNIA STATE UNIVERSITY, LONG BEACH

Bachelor of Science in Computer (GPA: 3.7)

COURSEWORK: Data Structure and Algorithms | Object Oriented Programming | Database Fundamentals | Software Engineering Fundamentals | Software Project Management and Testing | Machine Learning | Mobile Application Development | Introduction to Networks and Distributed Computing

ORGANIZATIONS: National Society of Collegiates and Scholars | Association for Computing Machinery

TECHNICAL SKILLS

- Programming Languages: Java, Python, JavaScript/TypeScript, C++, C#, HTML, CSS, Kotlin
- Frontend/Backend Frameworks and Libraries: Django, React.js, React Native, Flask, Node.js, Express.js, Jest, Bootstrap, ORMs (JPA), Tailwind CSS, SQL.
- Software Tools & Cloud Services: Git, AWS SaaS, Google Cloud, Insomnia, Postman, JSON, REST API,
- **DevOps:** Git version control system, Docker, GitHub CI/CD
- Relational/Non-Relational Database: MongoDB, MySQL, PostgreSQL, SQLite, Derby

PROJECT EXPERIENCE

Beach Events App (*React Native, Express JS, Django, MongoDB*)

January 2023 – Present

Expected: May 2024

- Engineered a unified socialization platform for 30,000 CSULB students, enhancing their engagement with clubs and events.
- Enhanced user experience by implementing features like Directions, Organization subscriptions, Event notifications, and Account management.
- Adopted the full-stack developer role, and accomplished client-server connections, Object Relational Mapping, Authentication, REST API designing/debugging, and UI Components creation.

Automobile Price Prediction Model (*Python*)

January 2023 – April 2023

- Developed a Gradient Boosting Regression model achieving 87% accuracy in predicting automobile prices.
- Processed data sets using the sklearn library and improved accuracy by 12%
- Leveraged scikit-learn for K-Fold cross-validation.

Fridge Manager (Django, Django HTML, JavaScript)

January 2023 – April 2023

- Constructed a web-based fridge manager application to tackle household food management challenges.
- Empowered users to remotely access their refrigerator, track item expiry dates, and efficiently manage space, substantially saving food and financial resources.
- Utilized HTML, CSS, JavaScript, Django, and MongoDB in an agile, Scrum-focused full-stack developer role.

Evil Twin Attack (Python, HTML, CSS, PHP, MySQL)

September 2022 – December 2022

- Developed **automated software for Evil Twin attacks**, monitoring internet activity and extracting login information.
- Composed a **Python script** to set up a deceptive Wi-Fi network leading users to a Captive portal Programmed using **HTML** and **CSS** and connected the page to **MySQL** database using PHP to store the login credentials.

Pokémon CLI Game (Java)

October 2021 – December 2021

- Forged a **replica of the Pokémon game** by developing a distinctive console version.
- **Programmed backend functionalities** of the game for Pokémon Hunting, Player Battles, and Map Explorations.
- Devised UML class diagrams and implemented them by following critical concepts of Object-Oriented Programming and Design Patterns.

WORK EXPERIENCE

College Of Engineering, Long Beach, CA

January 2023 – present

Computer Science Teaching Assistantship (Tutor)

- **Delivered** one-on-one and group **academic instructions to students** on core and upper-level computer science subjects.
- Collaboratively with students to address coding challenges and personal projects and offered knowledge related to, Web development, Data Structures and Algorithms, Object Oriented Programming, and Networking