

# MIHIR GEDIYA

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## EDUCATION

### Concordia University

Master of Applied Computer Science - CO-OP; **GPA: 4.05/4.3**

Montreal, Canada  
September 2023 - August 2025 (Expected)

### Dharmsinh Desai University

Bachelor of Technology in Information Technology; **GPA: 8.87/10**

Gujarat, India  
August 2018 - May 2022

## SKILLS

<b>Languages:</b>	JavaScript, Typescript, C/C++, HTML/CSS, Python, Java, C#
<b>Frameworks &amp; Technologies:</b>	React js, Redux, Node js, Angular js, ASP .NET, PHP, PyTorch
<b>Database &amp; Devops:</b>	Docker, AWS, Azure, Git, JIRA, Postman, MySQL, MongoDB

## EXPERIENCE

### Software Developer

Softice Technology

May 2022 – July 2023

Surat, Gujarat, India

- Led cross-functional team in implementing **Jotai** with React.js for functional feature, achieving **15% performance boost** for web application.
- Built reusable UI components using **Angular.js**, creating modern and responsive interfaces and integrating backend APIs.
- Enhanced application performance by implementing optimized database queries, resulting in a more than **10% reduction in API response time**.
- Developed **backend APIs in Node.js** that supported real-time data synchronization between the server and client applications, improving data accuracy and consistency.

### Research Intern - Machine Learning

Indian Space Research Organization (ISRO)

December 2021 – April 2022

Ahmedabad, Gujarat, India

- Conducted in-depth research utilizing **Lunar remote sensing datasets** (LROC-NAC) and **MATLAB** to precisely identify and calculate the approximate area of Permanent Shadow Regions.
- Analyzed Diviner datasets to capture temperature variations across the Lunar surface during 2 seasons, employing **Matplotlib** for data visualization and interpretation.
- Applied geospatial analysis techniques by plotting detailed 3D diagrams of Lunar craters using **QGIS software** and relevant plugins.

## PROJECTS

### Kubeflow-GNN

Python, PyTorch, Kubeflow

- Applied **SAGEConv** for **link property prediction** on the citation network dataset (ogbl-citation2), reaching an accuracy of 87.6%.
- Deployed GNN model training using **PyTorchJob in Kubeflow**, which utilizes the PyTorch training operator, achieving a **20% reduction in training time**.
- Integrated **DistributedDataParallel** (DDP) for distributed training, evaluated model performance across different epochs (e.g., 50) and worker counts (e.g., 4), leading to a **12% accuracy boost** with 4 workers.

### Online graph coloring 📱🔗

Javascript, React.js, C++.

- Designed a React app to analyze and compare the performance of **First Fit and CBIP algorithms** for online graph coloring on different types of graphs, including random, Erdős-Rényi, and scale-free graphs.

### WarZone

- Collaborated with a team of 5 to develop a console-based game in Java using **agile methodologies**, incorporating multiple design patterns, such as MVC, to enhance maintainability.
- Implemented CI/CD pipelines and wrote over **100 unit test cases**, ensuring high code quality while fixing critical bugs.

## ACHIEVEMENTS

- Solved more than **300+ problems** on **Leetcode** and **3 stars** on **Code Chef**.