mistryd.github.io

CONTACT

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EDUCATION

UNIVERSITY OF MICHIGAN

Expected April 2020 | Ann Arbor, MI

Cum. GPA: 3.87

BS IN COMPUTER SCIENCE

College of Literature, Science, and the Arts

MINOR IN BUSINESS

Ross School of Business

LINKS

Github:// mistryd LinkedIn:// mistryd

COURSEWORK

UNDERGRADUATE

- Programming and Introductory Data Structures
- Data Structures and Algorithms
- Database Management Systems
- Foundations of Computer Science
- Discrete Mathematics

SKILLS

PROGRAMMING

- •C++ Coursework
- Java Internship
- HTML/CSS/JSP Internship
- Python Online Course
- •SQL Online Course

TOOLS + FRAMEWORKS

- Agile Internship
- Spring Internship
- JUnit Internship
- EasyMock + Mockito Internship
- Git Internship/Coursework

EXPERIENCE

AMAZON | Software Developer Engineer Intern

June 2018 - August 2018 | Detroit, Michigan

- Pushed two tasks into production and completed a project that would inform sellers why certain goods are ineligible for export and would reduce customer contact from 5 trouble tickets a week to 0 trouble tickets a week
- Optimized the memory usage in my team's back-end service by detecting/fixing a
 memory leak while designing and implementing a new functionality that would
 make the code base more scalable and unblock users with more than 1 million
 products from accessing a vital report
- Utilized Java, JSP, Apache POI API, Front-end/Back-end Development, Spring Framework, Agile Development, JUnit, Mockito/EasyMock, and other internal Amazon tools.

TALOS DIGITAL/DALLAS COWBOYS | QA ANALYST INTERN

May 2017 - Jul 2017 | Medellin, Colombia

- Improved website efficiency and the credit card checkout process for the Dallas Cowboys Fan Shop by creating automation scripts with the Selenium WebDriver API which discovered about 14 bugs on the site.
- Learned the importance of effective communication in a big firm

INSTITUTE FOR HIGHER LEARNING | EECS 183 TUTOR

Current | Ann Arbor, Michigan

• Tutored students at the University of Michigan for a computer science course (EECS 183).

PROJECTS

CHECKERS | C++

 Created at MHacksX 2017. User-friendly version of Checkers game using OpenGL and C++. Worked with creating classes, functions, enumerations, vectors, and arrays to keep track of the board and update it quickly based on moves made.

PRACTICE PROBLEMS | PYTHON

• Completed a series of problems of varying difficulty from practicepython.org and uploaded my responses to my Github.

EXTRACURRICULAR ACTIVITIES

MICHIGAN HACKERS | LEARN2HACK CORE TEAM

- In charge of planning Learn2Hack talks/workshops that give students more insight on how to do different things at hackathons. Aimed to provide students with the tools to build more interesting projects at hackathons.
- Update a knowledge base created by L2H team on the Michigan Hackers website that functions as a tech blog.

KAPPA ALPHA PI PRE-LAW FRATERNITY | TREASURER

- Joined to gain background needed to pursue interest in the field Intellectual Property Law and/or Cyber Law.
- Manage approximately \$20,000 in member dues, sponsorships, and funding for events.