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Neil Hemnani

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Education

University of Connecticut, Storrs, CT   Graduating May 2022
Bachelor of Science, Computer Science
GPA: 3.3/4.0
Honors and Awards: Recipient of Academic Excellence Scholarship; Honors Scholar
Relevant Coursework: Data Structures & Objected Oriented Design, Systems Programming, Algorithms
& Complexity, C++ Essentials, Computer Architecture

Kingswood Oxford School, West Hartford, CT   Graduated May 2018
GPA: 3.6/4.0
Honors and Awards: AP Scholar with Distinction; Honor Roll during all four years

Experience

UConn Association for Computing Machinery, University of Connecticut, Storrs, CT
Club Member   01/2020 – present
- Working on a team of 11 people to develop a customizable PC game controller for iOS/Android
- Using Javascript, Express.js, and React Native on the client side to develop a display for the app
- Sending HTTP requests from client side to server side to register button events from controller

UConn Electric Motorsports (Formula SAE Electric Team), University of Connecticut, Storrs, CT
Electrical Team Member and Programmer   09/2019 – present
- Assisting with the design of the low-voltage circuit for a small, formula-style electric racecar
- Designing a PCB in KiCad to be used with a brake sensor

UConn Library Maker Studio, University of Connecticut, Storrs, CT
Makerspace Technician   09/2019 – present
- Assisting students/faculty with using 3D printers, laser engravers, and other equipment
- Using ticket software to track project requests and communicate with student customers

FIRST Tech Robotics Team, Kingswood Oxford School, West Hartford, CT
Captain, Programmer, and Driver   09/2014 – 03/2018
- Guided the team as captain during the 2017-2018 season
- Worked on a team to program a robot with with Java in Android Studio
- Used Vuforia VuMarks with Android to recognize images

Projects

Blog Website   05/2019 – 09/2019
- Made a blog website in Python using Flask, along with HTML/CSS
- Implemented a database containing user profiles and posts with PostgresSQL (SQLAlchemy)
- Authenticated HTML forms for login and registration using LoginManager

Cubed   07/2016
- Developed an iOS app with Swift and Xcode to help with training to speedsolve a Rubik's Cube
- Implemented a timer, scramble generator, and statistics calculator

Skills

Languages:
Python, C/C++, Swift, Java, HTML/CSS, Visual Basic, Scheme
Technologies:
Git/GitHub, Flask, Linux/macOS command line, Matplotlib/Pygal, Arduino, Xcode