Naveen Seedani

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EDUCATION

University of Georgia, Franklin College of Arts & Sciences — Athens, GA
Bachelor of Science in Computer Science — July 2025
- Major GPA: 3.81 / 4.00 **|** Overall GPA: 3.75 / 4.00
- Dean's List Fall 2023, Spring 2024, and Summer 2024

SKILLS

- **Programming Language:** *Proficient;* Python, C, C++, Java, JavaScript
  Intermediate; CSS, JavaScript, HTML, PHP
- **Operating System:** Windows, Android, iOS, Unix, Linux
- **Database:** Firebase, Azure MySQL, MongoDB
- **Software:** MS Excel, Word, PowerPoint, and Adobe Creative Suite

PROFESSIONAL EXPERIENCE

SkyIT Services - GBCS Group — Calgary, Alberta
Back End Developer Intern (Remote) — May 2024 - August 2024
- Worked on VOOP App, a proposal generation app for employees, enhancing engagement and reducing manual data entry.
- Migrated the application's database from Firebase to Azure MySQL, improving database's efficiency and reliability for users.
- Mastered Express and Node.js to create and enhance the functionality for various API endpoints.
- Ensured the app is operational, after several debugging and testing rounds.

Marble Slab Creamery/Great American Cookies — Stafford, TX
Shift Manager — September 2022 - July 2023
- Ten months of experience in the service industry.
- Developed strong communication skills through customer service roles.
- Proficient in taking orders, preparing desserts, packaging and handling cash transactions.
- Skilled in maintaining cleanliness and organization within the store.

3H Cellular LLC — Houston, TX
IT Technician/Salesman — July 2022 – September 2022
- Offering technical support to customers for IT issues.
- Specialized in repairing and restoring functionality in cellular devices.
- Honed problem-solving skills through troubleshooting IT problems.
- Developed expertise in understanding and repairing mechanical components of cellular devices.
- Acquired in-depth knowledge of cellular device functionalities and inner workings.

Mah-e-Muneer — Karachi, Pakistan
Online Tutor (Volunteer) — August 2021 – January 2022
- Conducted online tutoring sessions for six months in computer and information technology.
- Objective: Focused on enhancing computer literacy among students.
- Covered various aspects of computer and IT subjects during tutoring sessions.

PROJECT EXPERIENCE

Java
Recipe Translating App — April 2024
- Built an app that allows you to find recipes ranging from a variety of categories and translate them to 10 most common languages.
- Integrated various APIs with JavaFX, JSON, and multithreading capabilities to ensure efficient recipe translations.

Gallery App — March 2024
- Used JavaFX to design and modify a app that takes in a keyword and displays 20 images based on it.
- Employed JavaFX, multithreading, APIs to efficiently handle JSON response from APIs, and extract data from the JSON.

Connect Four Game — February 2024
- Developed a functional Unix based Connect Four game for two users to seamlessly play against each other.
- Planned project phases, implementing classes and methods systematically, accurately rendering game elements.

Interactive Fiction Game — November 2023
- Developed Java-based interactive fiction game reminiscent of 1970s-1980s text adventures.
- Created necessary classes: Populated the Map, Room, Lamp, Key, Chest, and Player classes.
- Implemented core game mechanics: Developed Chest, Lamp, and Player classes for game functionality.

C Language/ C++
Game Of Fifteen — August 2023
- Implemented logic for "Game of Fifteen" board game in C, accommodating variable board sizes.
- Modified skeleton code to support NxN boards and handled game initialization, drawing, moves, and win conditions.
- Utilized data structures for game board representation.

Unix Utility — October 2023
- Implemented the "head" and "wc" Unix utilities using low-level system calls.
- "head" copies input files to standard output, terminating output based on -c or -n options.
- "wc" counts newlines, words, and bytes in input files, outputting counts to standard output.

Shell — December 2023
- Developed a Unix-like shell program in C, resembling Bash functionality.
- Implemented process forking, execution of shell commands, supported I/O redirection, and other functionalities.
- Created a robust shell capable of handling user input, process execution, and I/O redirection.