

# Neha Deshmukh

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## TECHNICAL SKILLS

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**Languages:** C#, Python, C++, Java, HTML/CSS, JavaScript, SQL, XAML, C

**Frameworks:** TensorFlow, Keras, ReactJS, NodeJS, .NET, REST API

**Developer Tools:** DevOps, Xamarin, VS Code, Eclipse, Git, Unity, Godot, Visual Studio

## EXPERIENCE

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### Software Developer

May 2022 – Aug 2022

*Descartes*

*Waterloo, Ontario*

- Worked in an Agile environment as a **Backend Developer** while using Azure DevOps
- Created an **API security testing harness** using C# for customer facing applications
- Utilized **.NET Core and Framework** to create secure pages containing sensitive information
- Developed an **Identity Provider API** with secure endpoints

### Software Developer

Sept 2021 – Dec 2021

*BTNX*

*Markham, Ontario*

- **Primary developer** for a drug and covid test logging app with over **1500 users**
- Implemented various mobile app features in C# using **Xamarin, Android and iOS frameworks**
- Worked with **Azure Tables and Databases** to store data for the application using **Entity Framework**
- Designed a customer facing website using **ASP.NET Core** from scratch with more than **100 daily users**
- Applied a **Machine Learning Model** within the app to predict drug test results with **95% accuracy**
- Played a vital role in interpreting customer feedback and implementing requests to create new app features

### Research Assistant

Jan 2021 – Apr 2021

*Engineering Ideas Clinic University of Waterloo*

*Waterloo, Ontario*

- Spearheaded the development of a Machine Learning model to create a 1/10th scale autonomous vehicle using **Azure, Jupyter Notebooks, Tensorflow and Keras**
- Self-taught **Godot game engine** and **Machine Learning concepts**
- Designed simulations of a steam engine and a governor using Godot **game engine** from scratch
- Created an autonomous Flappy Bird game in Godot to help students understand **PID control**

## PROJECTS AND EXTRACURRICULARS

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### Action RPG | *Godot Game Engine, C#*

Apr 2021

- Used Godot to create an Action RPG called Fox Vs Bats, a fully playable game with 8 levels
- C# and game design concepts were used to program the game

### Machine Learning Course | *by Stanford University on Coursera*

Jan 2021 – Mar 2021

- Introduced to data mining, statistical pattern recognition, supervised and unsupervised machine learning
- Applied machine learning towards **computer vision**, text understanding, audio, and database mining

### Personal Website | *React, NodeJS, HTML, CSS, JavaScript*

Mar 2021

- Built a personal website showcasing my resume and projects in under two weeks
- Used **ReactJS**, HTML, CSS and JavaScript

### Python for Everybody Specialization | *by University of Michigan on Coursera*

Jul 2020

- Learned about data structures in Python and how to access web data using scripts
- Used Python to create relational databases in SQL and built web crawlers and visualization processes

## EDUCATION

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### University of Waterloo

Sept 2020 – Apr 2025

*Candidate for Bachelor of Applied Science in Computer Engineering*

*Cumulative average of 85%*

## INTERESTS

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History, Documentaries, Science Fiction, Painting, Hiking, Stardew Valley, Board Games