

Nisarg Chaudhary

Saskatoon, Saskatchewan — chaudharynisarg555@gmail.com — (306) 203-0281
linkedin.com/in/nisargchaudhary — nisargchaudhary.com

EDUCATION

University of Saskatchewan, Saskatoon, SK

Enrolled: May 2022 — Expected: April 2026

Bachelor of Science Honours Software Engineering Option (B.Sc. Honours SE)

Minor: Studio Arts

- Dean's Honours List candidate - Top 5% overall GPA in the Department of Computer Science.
- Coursework: Computer Architecture, Mathematical Logic and Computing, Object-Oriented Systems, Data Structures and Algorithms, Algorithm Design Analysis, Full Stack Web Development, Advanced Software Engineering, Software Management, Ethics and Professionalism in Computer Science, Calculus I/II, Linear Algebra I/II.

PROJECTS

PCubed Group Project

PERN - PostgreSQL, Express, React, Node.js

- Utilized PERN stack to make a full-stack web app for a stakeholder which lets users catalog projectile point artifacts and share their catalogs with other app users.
- As a project manager, led a group of 12 people through the project for the successful development of the software while following best practices for software development.

The Code Community Personal Project

React, Node.js, Express, Bootstrap, HTML, CSS, Javascript, MySQL

- Utilized the mentioned technology stack to make a full-stack web app for programmers to discuss, ask questions, and share answers within topic-specific channels.
- Implemented session management using cookie-based authentication and hashing for security.
- Features included infinite comment nesting, bookmark, and image upload similar to Reddit.

VolunteerConnect Group Project

MERN - MongoDB, Express, React, Node.js

- Utilized MERN stack to make a full-stack web app for organizations to make volunteer postings and for students to apply for volunteer opportunities.
- Led a small group project with 5 people in an Agile environment, using the Scrum framework for effective project management and SOLID principles to improve code maintainability.

Path-finding Visualizer Personal Project

Python (Libraries - pygame, math)

- Developed an interactive pathfinding visualizer using Python to demonstrate various search algorithms for navigating through barriers from a start to an endpoint.
- Implemented algorithms such as A* with Manhattan and Euclidean distances, Dijkstra's algorithm, Depth First Search, and Breadth First Search.
- This project highlights a strong understanding of Python programming, algorithmic problem-solving, and real-time visualization techniques.

SKILLS

- **Programming:** Python, C, Java, JavaScript, HTML/CSS, SQL, MIPS Assembly
- **Frameworks and Environment:** React, Express, Node.js
- **Tools:** Git/GitHub, basic Linux, NPM, Docker, Figma Design Software, Premier Pro
- **Databases:** MySQL, MongoDB, PostgreSQL
- **Concepts:** Linux, Object Oriented Programming, SOLID Principles, MVC/Client-Server Architecture, Agile - Scrum, REST API, Data Structures and Algorithms
- **Soft Skills:** Communication, Work-ethics, Collaboration, Problem-Solving, Respect

EXPERIENCE

Campus Club Activity

USASK, SK

- *Member of Student Council USSU:* International Student Representative 2024-25
- *International Student Association:* Website Developer 2023-24

Olive Garden

Saskatoon, SK

Server

Nov 2022 - Current

- Demonstrated strong communication and problem-solving skills in a fast-paced environment.
- Excelled in multitasking and time management to ensure efficient service delivery.

University Convocation

USASK, SK

Shadow Usher

Fall 2022 - Current

- Collaborated with the Head Usher, to lead a team of 15-20 individuals.
- Coordinated logistical aspects of convocation ceremonies, ensuring smooth execution.