Raghav Kanda

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SKILLS

Technical Skills: Python, Java, C, C++, Java, Bash, SQL, ETL, R, HTML, CSS, JavaFX, Django, Node.js, 3D Modelling & Rendering, React, Google Suite, Microsoft Suite
Developer Tools: Git, GitHub, VS Code, PyCharm, IntelliJ, CLion, nano
Soft Skills: Willingness to keep learning, Ability to work with a team, Strong interpersonal skills, Professional, Outgoing, Problem Solver, Strong Analytical Skills, Creative Thinking,.

EDUCATION & UNIVERSITY EXPERINCE

University of Toronto | Honors Bachelor of Science　　　　　　　　　　　　　　　　Mississauga, ON
Major in Statistics and Mathematics, Minor in Computer Science　　　　　　　　　　*Sept. 2021 – Apr. 2025*

- **Relevant Courses**: Software Tools & Systems Programming, Software Design, Introduction to Machine Learning & Information Security, Advanced Calculus & Linear Algebra, Methods of Data Analysis, Theory of Computation, Probability & Statistics, Data Structures & Analysis, Regression Analysis

PROJECT: MACHINE LEARNING MODEL DEVELOPMENT

Designed and trained machine learning models in Python using libraries such as Scikit-learn and TensorFlow.

Developed a classification model to predict outcomes based on real-world datasets, achieving high accuracy through feature engineering and hyperparameter tuning.

Visualized model performance with confusion matrices, precision-recall curves, and other evaluation metrics.

PROJECT: INFORMATION SECURITY ANALYSIS

Personally identified and analyzed vulnerabilities in various software systems across platforms like Windows, Kali Linux, and Ubuntu.

Utilized tools and frameworks such as Metasploit, Wireshark, and OpenSSL to perform in-depth security assessments.

Conducted penetration testing to uncover security loopholes and recommended actionable fixes to enhance system defenses.

Evaluated encryption protocols and system configurations to ensure compliance with security best practices.

PROJECT: DATA ANALYSIS

Leveraged powerful libraries including Pandas, Matplotlib, and NumPy to efficiently handle, manipulate, and visualize data.

Imported and analyzed datasets to compute key statistics and generated interactive and visually appealing charts from the data.

PROJECT: CHAT APPLICATION

Engineered a dynamic, real-time chat application in C, using socket programming to enable seamless communication between users.

Added functionalities like private messaging, group chat, and file transfer, demonstrating expertise in network protocols and interprocess communication.

Designed the system for scalability, ensuring smooth operation under multiple concurrent users.

PROJECT: GAME SIMULATORS

Developed a polished Tetris game in Java with an intuitive user interface using JavaFX.

Designed a feature-rich Boggle game simulator in Java, covering grid generation, word validation, and score calculation.

Built a user-friendly interface using JavaFX with interactive elements