

PAARAS BHANDARI

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github.com/paarasbhandari

College Park, MD

EDUCATION

University of Maryland College Park (Transfer)

Bachelor's in Computer Science GPA: 3.86

Sept 2018 – Present

College Park, MD

University of California - Davis

Bachelor's in Computer Science GPA: 4.00

Sept 2017 - June 2018

Davis, CA

EXPERIENCE

Founder

Juley

June 2019 – Present

College Park, MD

- Singlehandedly developed, designed, launched and marketed Juley for web, IOS, and Android. Used React JS, React Native, HTML, and CSS for front-end. Node JS and Google Firebase for back-end.
- Juley offers users the best prices for hotels and homestays. Features include location based search, filtering and sorting of properties, easy booking and cancellation, option to review and rate properties, .

Teaching Assistant

University of Maryland - College Park

Jan 2019 – May 2019

College Park, MD

- Worked as a Teaching Assistant for the course CMSC132 - (Object Oriented Programming II) at University of Maryland.
- Held office hours for undergraduate students and graded exams.

Software Engineering Intern

Indian Institute of Technology - Kanpur

June 2018 – August 2018

Kanpur, India

- Worked on an open-source project called Brihaspati 3.0 which is a learning based platform used by universities across India. .
- Worked with Android Studio and learnt about its basic features such as activity life cycle, intents, and layout design. Learnt about HTTP protocol and implemented client-server communication using Java libraries. Worked with JSON data format - parsing and processing JSON data received from the server.

Chair of Website Committee

Space and Satellite Systems - UC Davis

Oct 2017 – June 2018

Davis, CA

- Worked as Chair of the website committee at Space and Satellite Systems, a student organization at University of California Davis.
- Designed several webpages with HTML, CSS and Bootstrap. Learnt about screen-size responsive layouts in CSS and other Bootstrap features. Worked with Github to collaborate with team members

SKILLS

Programming Languages

- Javascript, Java, C, C++, OCaml, Ruby, Rust, Python

Front-End

- Javascript, React JS, React Native, Redux, HTML, CSS, Bootstrap

Back-End

- Node JS, Express JS, Google Firebase, RESTful API's, JSON, XML

Technologies, OS, Testing/Debugging

- Android Studio, XCode, UNIX/Linux Command Line, Async Programming, x86 Assembly, JUnit, GDB, LaTeX, MS Word, MS Excel, Agile Methodology

PROJECTS

Doggomart

- Developed for Android and IOS using React Native and Google Firebase, Doggomart connects users to dog breeders / rescue shelters to help them find their perfect canine companion. Features include chatting with ad posters, various sort/filter options, rating and reviews, posting and managing ads, connecting and chatting with interested customers.

Explorit

- Developed using React Native, Google Firebase, and Skyscanner's RESTful API, Explorit allows users to discover and add unexplored destinations to their bucketlist and get the best flight deals to those destinations. Implements a deck-swiping UI, commonly used by dating apps like Tinder, to enhance UI.

Juley

- Developed using React JS, React Native, Node JS, and Google Firebase for IOS, Android and Web, Explorit allows users to discover and add unexplored destinations to their bucketlist and get the best flight deals. Features include a deck-swiping UI, commonly used by dating apps like Tinder, to enhance UX.

Regular Expression Interpreter

- Developed a regular expression (regex) interpreter using OCaml. The program takes a regular expression and a string as input. The regular expression is converted to a non-deterministic finite automata and tested with the string.

Other Projects

- Spelling bee quiz webapp using React JS, Redux, and AJAX. Game of Thrones/Dog Breed Trivia for IOS and Android. Implemented Tetris with Java and JavaFX GUI. Monopoly board game with C++.