Vivek Raj

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PROFILE

A dedicated and compassionate computer science student looking to build a career in the application of innovative solutions that are driven by the evolution of technology. As a first-generation college student that has had to work while in school, I have learned the discipline that is required to balance multiple priorities and manage time efficiently in order to be successful.

EDUCATION

Suffolk County Community College   **September 2019 - Present**   **Selden, New York**
Computer Science Major (GPA: 3.9/4.0)

SRM Institute of Science & Technology   **August 2018 – January 2019**   **Chennai, India**
Electrical and Communications Major (GPA 8.9/10)

Green Valley High School   **July 2018**   **Vadodara, India**
High School Diploma (4.0/4.0)

WORK EXPERIENCE

Suffolk County Community College   **January 2021 – Present**   **Selden New York**
Chemistry Tutor
- Conduct individual tutoring sessions for students with academic deficiencies. This included assessing the specific area that students needed assistance and developing a strategy to successfully help students improve.
- Work in a team-oriented environment to ensure students are appropriately supported depending on the skill level and expertise needed to assist them.
- Advised and counseled incoming students on best practices for test preparation and workload management to help ensure they are successful in their courses.

Home Depot   **September 2019 – Present**   **Shirley, New York**
Cashier/Customer Service Associate
- Operate the cash register in order to record customer purchases in the Point of Sale (POS) system of the store.
- Provide exceptional customer service which includes greeting customers as they enter the store, thanking them as they leave, and helping them locate merchandise or process queries for online orders.
- Notable achievements with the store included being awarded Cashier of the Month three times and the Home Depot All Star Customer Service award.

PERSONAL ACHIEVEMENTS

Projects
Raj's Book Store
- Developed and programmed a bookstore application in Java and JavaFX with a Login Interface to allow students to buy, sell and trade used textbooks.

Sodoku Game
- Developed a soduku puzzle solver program in Java through the application of a recursion algorithm.

Student Application Program
- Developed a program that acted as a database for collecting college student information through the use of hashed data structures.

Awards
- NSF – STEM Scholarship
- Phi Theta Kappa – Mathematics Scholarship
- Dean's List: Fall 2019 – Fall 2020
- Second Place Finish in Inter School Science Competition

SKILLS

Microsoft Office	**Python**	**HTML5**
Java	**Computer Programming**	**HTML & CSS**
JavaScript	**UI/UX Design**	