Sahil Joshi

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Education_

University of Massachusetts, Amherst

Aug 2019 - May 2023

BACHELOR OF SCIENCE IN COMPUTER SCIENCE & MATHEMATICS

- GPA: 4.0 | College of Information & Computer Science | Chancellor's Scholarship | Dean's List
- Related Coursework: Introduction to Programming using Java, Data Structures and Algorithms, Computer Systems Principles, Introduction to computation, Linear Algebra, Multivariate Calculus, Ordinary Differential Equations, Probability & Statistics, Python Bootcamp (Udemy), IOS App-Development (Udemy), Web-Development (Udemy)

Experience_

Frontend Developer at CICS Career Community, UMass

June 2020 - Present

PROJECT REACHOUT

- ReachOUT is a web application which will be used by students for scheduling appointments with the CICS advisors.
- Working in a frontend scrum team of 8 members to design the UI with React. is for the web application. Building the mobile app in React Native.
- Attending standups twice a week and using GitHub and Trello to exchange code and relevant project information.

Undergraduate Course Assistant, UMass

Jan 2020 - Present

CS 121, CS 187

- Engage with students and help them understand the course material.
- Debug and grade students' projects as well as provide relevant comments and other feedback to further students' skills and improve future work.

Intern at VASP SOLUTIONS LLP, India

May 2019 – July 2019

SOFTWARE TRAINEE

- Learnt the basics of Android and IOS App-Development. Made user-defined manuals for several applications in Word.
- Designed several applications in XCode using Swift.
- Learnt to co-ordinate with different people while working on the same project.
- Solved several coding problems and achieved proficiency in Java.

Skills_

Programming: Swift, Java, Python, C++, HTML, CSS, JavaScript, React.js, Node.js, Shell Script, LaTeX, SQL, Unix, Git, REST API Development: GitHub, Firebase, Microsoft Utilities, Bootstrap, MongoDB, VS Code, Eclipse, Atom, Arduino, Trello, Scrum, Heroku Languages: English, Marathi, Hindi, German

Projects _

Woolgatherer Web Service

July 2020 - Aug 2020

I am working as a research assistant to modify this webservice. We are using Bootstrap, JQuery and Jinja for the frontend and PostgreSQL for the backend.

Keeper App

- It is very similar to Google Keep. Built this app to gain working proficiency in React.js.
- Used Node.js and MongoDB for the backend.

Simon Game June 2020

- Inspired from a game which 8 years old play. It is a memory game in which you need to keep track of the previous pattern and click on the next key which flashes on the screen.
- Used JavaScript and JQuery to achieve the functionality. Play game at sahiljoshi515.github.io/Simon-Game/

Text-Based Games using Python

Mar 2020 - Apr 2020

Feb 2020 - May 2020

- Tic-Tac-Toe
- Black-Jack

Analytics May 2020

Wrote a source code in Python which gathers information of the currently going on COVID-19 crisis based on the country code you enter. It converts the data received from a third-party API into a .csv file which makes it more readable for the user.

Arduino Projects

LIQUID TEMPERATURE MEASUREMENT

Used DS18B20 to achieve the required result. I wrote basic C++ scripts to modify the voltage received and converted it to a suitable temperature. This answered my Science question: Which liquid cools faster?

LIGHT SENSING DEVICE

Used an LED to achieve the required result. The LED goes off when lights are turned ON and it turns on when lights are Turned OFF.