

SAHIL GANDHI

SOFTWARE DEVELOPER

Objective

A software developer looking for opportunities to develop and apply his programming knowledge. Specializes in Android development and Java frameworks but willing take on all projects requiring any of his other skills.

Employment

Reltio
Software Engineering Intern Jun/2016 to Aug/2016
Worked on the company's Master Data Management (MDM) product to tailor it to individual customers' needs:

- Developed and modified features in the API (Java, Cassandra, Elasticsearch), UI (Qooxdoo), and metadata configurations (JSON)
- Found and fixed several major bugs within the product's code base before the next version of the API and UI went live
- Used Git extensively to manage the workflow and simultaneously work on the code with developers from around the world
- Gained a critical understanding of both SaaS and PaaS models of service and how either can be beneficial to a company's future

SmartMonitor and IntelliVision
Software and Product Development Intern Jun/2014 to Aug/2014
Concurrently interned at two companies, splitting my time accordingly to the tasks given:

- Tested SmartMonitor's product, a smart watch for epileptics, and assisted in designing and pitching a new product to other companies
- Designed a prototype device and created a business plan analyzing its potential target market and financial prospects
- Created a website for one of the IntelliVision's products and researched various business opportunities for future expansion
- Tested Intellivision software for accuracy and competency to optimize the customer's experience

Personal Projects

REM.my - <https://github.com/sahilmgandhi/REM.my>

- Created an Android Mobile Application that asks the user for the latest time that they wish to wake up, and appropriately creates an alarm that maximizes their REM (rapid eye motion) sleep
- REM.my helps students or anyone with dynamic sleep schedules to wake up every day refreshed and energized

Pacman - <https://github.com/sahilmgandhi/PacmanGame>

- Created a Java and JApplet based game of the classical game, Pacman, and included some personal touches to make the game more interesting, like the special mode, "Freeze", which allows Pacman to freeze some ghosts so that he is not eaten

Activities

IEEE at UCLA - Electrical Engineering Organization - Open Project Space Co-Lead May/2016 to Current
• Currently teaching more than 100 students about various electrical engineering topics and have designed several projects for them to work on

Super-mileage Vehicle at UCLA - Racing Organization - Electric Vehicle Hardware Team Member Sep/2015 to Current
• Learned about and designed the various systems and components that make up an electric vehicle to compete it in various competitions

Teen Hackathon - Education Hackathon for Teenagers - VP of Finance Aug/2014 to Mar/2014
• Created the costs and budget of the event, contacted sponsors, and helped manage the logistics of the event

MV DECA - Business Organization - Director of Entrepreneurship May/2013 to May/2014
• Taught and managed 90 students in fields like finance and marketing and qualified 20 for the international competition

Contact

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Education

University of California, Los Angeles
B.S. Computer Science and Engineering 2019
3.78/4.00 GPA
Coursework: Introduction and Advanced C++, Data Structures, Discrete Mathematics

Monta Vista High School
High School Diploma 2015
3.96/4.00 GPA
Coursework: AP Computer Science, Java Programming

Software Skills

Java (5 years)
HTML (2 years)
CSS (2 years)
C++ (1 year)
Android Development (1 year)
Arduino (1 year)
Elasticsearch (3 months)
Cassandra (3 months)

Awards

UCLA Dean of Engineering - Dean's Honor List Summer/2016
• Placed on the Dean's Honor List for receiving a GPA of 3.7 or higher for the Fall 2015 and Winter 2016 quarters at UCLA

AT&T Developer Program - AT&T Hackathon - 1st Place in Teen Category Oct/2012
• Created a JQuery app that generates interest in education by displaying a student's grades and connecting them to tutors