SAHIL GANDHI

SOFTWARE DEVELOPER

OBJECTIVE

A software developer looking for opportunities to develop and apply his programming knowledge. Will adapt to the workplace by learning and communicating effectively to be a productive and efficient member of a dynamic business environment.

CONTACT

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EDUCATION

University of California, Los Angeles
B.S. Electrical Engineering 2019
3.87/4.00 GPA
Relevant coursework: Introduction and Advanced C++ Data Structures

Monta Vista High School
High School Diploma 2015
3.96/4.00 GPA
Relevant coursework: AP Computer Science, JAVA Programming

SKILLS

PROGRAMMING SKILLS	BUSINESS ADMINISTRATION
Java (4 Years)	Finance and Accounting (4 years)
HTML (2 years)	Marketing (4 years)
CSS (2 years)	
C++ (1 year)	
Android Development (8 months)	
Arduino (6 months)	

EMPLOYMENT

SmartMonitor and IntelliVision
Software and Marketing Intern   Jun 2014 to Jul 2014
Concurrently interned at two companies, splitting my time accordingly to each of the companies' demands.
<u>SmartMonitor:</u>
- **Tested** the company's product and assisted in **designing** and **pitching** a new product to other companies
- Created a **business plan** analyzing a **self-designed prototype's** potential target market and financial prospects

<u>IntelliVision:</u>
- Created a **website** for one of the company's products and researched various business opportunities for future expansion
- **Tested** various software products for accuracy and competency to optimize the customer's experience

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.

Thales Arduino Competition
- Created an Arduino product that detects when someone is kicking the back of a passenger's seat and lights up an LED to notify the person to stop kicking. Persistent kicking will notify the flight crew to handle the situation.
- Passengers now can further enjoy their in-flight experience.

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.

ImageEditor - https://github.com/sahilmgandhi/ImageEditor
- Created a JAVA based image editor that applies an edit, like changing the color scale, based on the user's input

AWARDS

UCLA Dean of Engineering · Dean's Honor List - Fall 2015   Apr 2016
- Was placed on the Dean's Honor List for receiving a GPA of 3.7 or higher (3.92) for the fall quarter at UCLA.

College Board · National AP Scholar   Jul 2015
- Awarded for receiving a score of 5 on all 10 AP exams I took.

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

ACTIVITIES

MV Web Dev. - Programming Organization · Manager of Events   Jun 2014 to May 2015
- Found events like Dropbox tours and Hackathons for members. Presented various HTML and CSS workshops.

Teen Hackathon - Educational Hackathon for Teenagers · VP of Finance   Aug 2014 to Mar 2014
- Created the costs and budget of the event and helped contact sponsors.

MV Hacks - Schoolwide Hackathon · Director of Finance   Jun 2014 to Jan 2015
- Created the costs and budget of the event, helped contact sponsors, and held a HTML workshop.

MV DECA - Business Organization · Director of Entrepreneurship   May 2013 to May 2014
- Taught and managed 90 students and qualified 20 for the international competition.