Saumya Pandya

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Objective

Seeking an opportunity in the tech field where I can showcase skills that I have gained from my previous experiences and contribute towards the growth of this organization with dedication.

Summary of Qualifications

- Excellent leadership and interpersonal skills with the ability to motivate the team to achieve results gained by being a publicly elected sports head girl in high school.
- Strong communication and interpersonal skills gained from multiple teaching experiences.
- Languages: Hindi, Gujarati, English, Sanskrit
- Self-motivated, highly organized, innovative, a people person and willing to learn.
- Adaptable: ability to work effectively in different situations and/or with different people.
- Quickly think independently, resolve problems, and make sound decisions with minimal supervision in a fast-paced environment through my experience at a fast-food restaurant.

Technical Skills

- Built several interesting projects using multiple complex data structures on C. Strong theoretical foundation in the same.
- Familiar with softwares like Capstone, Solidworks, vs code, maple, matplotlib, GitHub, PowerShell, React, Node.js through teaching/university coursework.
- Proficiency in Microsoft Office applications (Word, Excel, Outlook, Power Point)
- Proficiency in coding languages like VHDL, C, C++, Python, PHP, HTML, CSS, Java, MySQL, JavaScript and scripting in Bash
- Plenty of experience debugging and testing.
- Designed games on GameMaker, Roblox, Pygame, Minecraft, PyCharm, Scratch, Lego robotics.

Education

Bachelor of Engineering- Software Engineering   **Present - 2025**
Ontario Tech University, Oshawa, ON
- Dean's list award + Scholarship (2021-2022)
- President's list award + Scholarship (2022-2023)
- Related coursework: Web programming, Object Oriented Programming, Software Project Management, Digital Systems, Data Structures

Projects

Personal Portfolio   **January 2023**
- Built a fully responsive website using React, Node js, scripting on Bash, JavaScript, HTML, CSS and acquired a lot more knowledge about publishing websites using GitHub.

Sports Events Management Website   **November 2022**
- Created an interactive, user-friendly website using HTML, CSS, JavaScript, MySQL, PHP which lets users create their own account, register/sign-up for events and much more.

Quad   **December 2022**
- Used knowledge in trees data structure to convert pixelated pictures into clear ones.

Graffit social media   **December 2022**
- Built the back end of a complex social media using graphs on C.

Edge detection   **December 2022**

- Implemented a strong edge detection algorithm using solid problem-solving skills to find the regions of an image that have a sharp change in colour or intensity.

MS Logo Turtle   **February 2022**
- Coded Turtle(language) on C so that the "turtle" would follow the instructions given, pixel by pixel, to create images like baby Yoda using linked lists and acquired strong problem-solving, debugging, and analytical skills.

Mini Robotic Car   **March 2020**
- Built a mini robotic car that sensed and prevented obstacles using Arduino.
- Created the car from scratch i.e added wires to appropriate places and also connected different parts

Traffic Signal   **December 2019**
- Constructed a traffic signal of a 4 way intersection using a breadboard, wires, resistors, transistors, LED lights(yellow, red, green)

Related Work Experience

Instructor | Logic Fusion- Markham   **July 2022 – current**
- Taught and/or had a class of students make games/projects using languages like Java, Python, C++ and/or softwares like Gamemaker, Android Appwizard.
- Built Robotic Legos and made students make their own to add excitement to their learning process.
- Planned and organized coursework for students of different levels and communicated with students and parents ensure students learnt what was being taught to them showcasing my strong leadership skills and enthusiastic nature.

Coach | Code-It Hacks- Toronto   **June 2021- August 2021**
- Connected and communicated with youngsters and helped them code different levels of games on different coding platforms like Minecraft, Roblox, PyCharm and Scratch and personally gained a greater knowledge about those platforms.
- Built mini robots in in-person camps which students used to compete among themselves.
- Taught about 15-20 young kids (per class) programming languages like Python and Lua.

Other Work Experience

Peer Student Advisor September | Ontario Tech career center   **September 2021- current**
- Helped students of all types and backgrounds build a solid resume, cover-letter and enhanced their LinkedIn profiles to make their job applications stronger using incredible communication, leadership, and independent thinking skills.
- Created front end of the user-interface of a website that scans a resume and the key requirements of a particular job and matches them.
- Organized workshops and fairs, gave presentations in front of a large variety of people and acquired solid leadership, teamwork, and organization skills

Volunteering experience

Youth Mentor | YMCA, Scarborough   **September 2018 – December 2019**
- Achieved mentorship standing for ability to motivate and facilitate community-based youth programs which helped me develop extraordinary leadership skills.
- Promoted (mental)health awareness and encouraged youth to be caring, respectful, honest, active, fair and and make others feel inclusive while also providing safe space.
- Organized campaigns that taught how to relieve stress and live a stress-free life.
- Provided creative ideas, suggestions, and opinions to the youth advisor on recreational activities and improvement of program during mentor meetings using strong interpersonal and communication skills.
- Successfully led (on average 20 per session) youth volunteers at the food bank, clothing bank, jazz festival and many other educational and/or fun events around the GTA.