

Smit Bhavsar

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Education

Bachelor of Engineering: Computer Engineering, Graduation Year: 2023, Ryerson University.
CGPA: 3.53/4.33, Dean's Honour List: 2020.

Experience

Dr. X Academy of Robotics & Coding;

Robotics & Coding Instructor

04/2021 – Present

- Teach students 2D/3D game making using Unity/Construct2/Scratch with both graphical and text-based coding, as well as mobile app development using App Inventor.
- Instruct students the basics of VEX Robotics / LEGO Mindstorms EV3 including robot mechanical design, programming and uses of various sensors such as gyro, light, and ultrasonic sensors.

Ryerson Gujarati Association (RGA);

Vice President of Technology

09/2020 - Present

- Orchestrated and motivated diverse tech team, planning out more than 5 events; including a GoFundMe in which our organization raised over \$1500 to supply Indian cities and villages with much needed oxygen cylinders due to the rapid spread of the 2nd wave of COVID – 19.
 - Monitoring and making a website for the newly formed organization, including finding a suitable domain that fits the needs of the organization: www.ryersonga.com.
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Skills

- Problem Solving • Logical Thinking • Teamwork • Communication • Software Development • Machine Learning • Objected Oriented Design • Software Testing & Debugging
 - Java • Python • C#/C++ • Swift • HTML • CSS • Git • JavaScript • XCode • VHDL • Multisim • SQL • UML
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Projects

Portfolio Website

HTML • CSS / Visual Studio Code: <https://smitbhavsar93.github.io/>

- Designed and developed a fully responsive portfolio website using HTML, CSS and JavaScript for styling and functionality
- Also used Bootstrap Framework to incorporate open-source templates for UI Interface elements

iOS – Calculator App

Swift / XCode: <https://github.com/smitbhavsar93/iOS-CalculatorApp>

- Developed an iOS application using Swift and XCode that allows users to perform basic mathematical operations found on a standard calculator.
- Designed a responsive user interface which creates a more tailored experience for the user.
- Adopting an adaptive UI allows it to function on any iOS screen resolution; from iPhones to iPads.

BlackJack

Java / NetBeans: <https://github.com/smitbhavsar93/BlackJack>

- Created a program that simulates the BlackJack game against an AI who learns to play better through the use of machine learning.
- Implemented object-oriented principles: inheritance, polymorphism, constructor chaining and JUnitTesting.