HIMANK DAVE

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Education

University of Waterloo

Waterloo, CA 2022 - Present

Bachelor of Mathematics, Honours (Co-op)

- Major: Computational Mathematics
- Coursework: Functional Programming, Procedural Programming, Object-Oriented Programming, Data Structures and Algorithms, Nonlinear Optimization

Experience

Software Developer Intern - Core

May 2024 - Aug 2024

Cactus Creatives

Remote

- Developed a pipeline to scrape, clean, and model hierarchical data with interactive visualizations using Flask,
 React and D3.js.
- Built a self-hosted uptime monitoring tool using React, TailwindCSS, Node, Socket.IO & deployed it on VPS.
- Engineered a domain-specific chatbot with 85% accuracy, leveraging a PDF-trained algorithm, custom model trainer, and OpenAI's NLP API for multilingual responses.
- Employed **Github Actions** to write multiple CI/CD pipelines for chatbot and uptime monitoring tool.

Python Developer Intern

May 2023 - Aug 2023

Cactus Creatives

Ahmedabad, IN

- Wrote Python script to parse and migrate 25k+ records from MySQL to PostgreSQL databases, optimizing raw SQL queries in existing client codebase.
- Analyzed large product usage datasets through linear/logistic regression and outlier detection and gave insights, leading to over 25% client savings and a 10% client revenue increase.
- Developed and maintained full-stack CMS in **HTMX** and **Django**, displaying real-time metrics.

Projects

Trivivo O | HTML5/CSS3, Django, MySQL, REST Framework, AWS

- Built frontend using HTML5/CSS3/jQuery, backend with **Django** and **MySQL**, while offering **RESTful API** for admin operations and deployed to **AWS EC2** instance.
- Crafted interactive admin dashboard with real-time metrics, CRUD operations and detailed logs, optimizing game management by 45%.

SpectraSVD \bigcirc | NumPy, OpenCV, Pillow, Streamlit

- Wrote image compression algorithm using low-rank approximation with 25%+ size reduction.
- Employed **OpenCV** and **Pillow** for generating videos of image compression algorithm.
- Deployed an interactive webapp using **Streamlit**, allowing users to observe its impact on image quality and compression rate in real time.

Chess $\mid C++, CMake, XQuartz$

- Built a C++ chess engine following agile SDLC using Big 5 for piece management, and UML for class management.
- Utilized STL and the Observer pattern to enhance game features, state tracking, and checkmate conditions.
- Innovated versatile three-way and four-way chess variants, along with human vs computer version improving game ratings.
- Developed **test-suites** & GUI in Linux environment using **CMake** & **XWindows** to facilitate development.

RedWish O | Firebase, GCP, HTML5/CSS3, JavaScript

- Developed a full-stack health app to democratize blood donation and transfusion accessibility.
- Built frontend with HTML5, CSS3, Bootstrap, and jQuery, and backend with Firebase.
- Utilized **DialogFlow API** to craft a chatbot for customers, enhancing user engagement.

Technical Skills

Languages: Python3, JavaScript(ES6), C, C++20, Golang, HTML5, CSS3, SQL

Frameworks: Django, Flask, pytest, React, Node.js, TailwindCSS, jQuery, D3.js, Socket.IO

Libraries: Pandas, Matplotlib, Plotly, NumPy, OpenCV

Tools: Git, Linux, Bash, Powershell, Docker, Postman, GCP, AWS