Tushar Mahat

A detail-oriented Computing Science graduate from Saint Mary's University with a minor in Mathematics, showcasing strong problem recognition and problem-solving skills. Excel in analytical, interpersonal, prioritization, and organization skills. An outstanding team player with proven ability to engage with clients, and teams. Demonstrates sound judgment in issue escalation.

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EDUCATION

Bachelor of Science in Computing Science with a Minor in Mathematics

Saint Mary's University, Halifax, NS
09/2018 – 04/2023
GPA: 4.05/4.30

Relevant Courses:
- Mobile App Development
- Software Engineering
- Database Systems
- Statistics
- Data Structure
- Game Development
- Information Visualization and Interactions

SOFT SKILLS

- Problem-Solving:

  Resolved critical code bugs during a software engineering project, meeting project deadlines.

- Time Management:

  Balanced coursework, a part-time job, and extracurriculars, consistently meeting project deadlines and maintaining a high GPA.

- Communication:

  Effectively communicated with clients via Zoom for the Autism Nova Scotia Email App project, ensuring client needs were met.

- Leadership and Teamwork:

  Led a successful mobile app development project, coordinating team efforts and ensuring efficient collaboration.

- Digital Technology:

  Proficiently used digital tools like Microsoft Teams, Slack, and Zoom to facilitate team communication and collaboration, especially during remote learning.

TECHNICAL SKILLS

- Programming Languages: JavaScript, Java, Python
- Front-End: HTML, CSS (Bootstrap, Tailwind), D3.js, React, jQuery,
- Back-End: Nodejs
- Database: MySQL, MongoDB
- Operating System: Windows, Linux, UNIX
- Others: RESTful API, JSON, Git
- Applications: Microsoft Office, Teams, Slack, Zoom, Discord

ACHIEVEMENTS

- Science Atlantic Computer Science Programming Competition (10/2021) *Third position*
- The 2020 Northeast North America Regional Contest (10/2020) *Participation*

RELEVANT PROJECTS

Visualization Dashboard (01/2021 - 04/2021):

- Created a visualization dashboard using D3.js using a Kaggle dataset showcasing world statistics (1955-2020) as an individual project.
- Employed data cleansing techniques to remove inconsistent and missing tuples in the dataset.
- Utilized scatterplots, line graphs, bar graphs, and donut charts to effectively visualize the data, implemented filtering and sorting to highlight yearly patterns and changes.

Autism Nova Scotia Email App (09/2020 - 12/2020):

- Worked in a team of five, successfully designed an email app for Autism Nova Scotia as part of a course project using HTML, CSS, and Nodejs.
- Redesigned the app UI with user-friendly instructions, prompts and email samples, making it easier for students with Autism to learn email systems.
- Conducted monthly meetings with clients via Zoom to ensure clear understanding of client needs and review of prototypes.

Database Management App (09/2020 - 12/2020):

- Developed a database management, CRUD, web app for a car parts supplier using ER diagrams and relational database schemas.
- Designed a user-friendly front-end using Bulma CSS framework.
- Facilitated team meetings using Microsoft tools to review progress and resolve issues.

Maze Shooter (09/2021 - 12/2021):

- Designed and developed an FPS game from scratch using the Unity engine, C# programming language, and 3D models.
- Collaborated with a team of two to implement game mechanics, including player movement, enemy AI, and level design.
- Conducted thorough testing and debugging to ensure the game was bug-free and delivered a polished final product.