Vraj Belani

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Education

University Of Houston **Houston, TX**
Bachelor of Science in Computer Science *Aug. 2022 – May 2026*
- **Relevant Coursework:** Data Structures and Algorithms, Relational Databases, Operating Systems, Object-Oriented Programming, Systems Programming, Software Engineering, Machine Learning

Experience

Bizmetric **Houston, TX**
Software Engineer Intern *May 2024 – Aug. 2024*
- Utilized Python and Power BI to design and implement data analytics solutions, reducing report generation time by 30%, leading to more informed decision-making across teams.
- Automated queries using Microsoft SQL Server, boosting data processing speed by 40% and significantly reducing manual query execution time.
- Developed an AI model using Llama to automate customer support inquiries, reducing response times by 50% and enhancing customer satisfaction by streamlining the resolution process.

Projects

Lol Character Build Guide Platform | *React, Spring boot, MySQL, Java, JavaScript*
- Created an intuitive user interface enabling users to create, share, and explore champion build guides for League of Legends
- Developed a RESTful API with Spring Boot to handle guide data storage, retrieval, and modification
- Utilized Redux for state management, optimizing data flow between React components and enhancing user experience
- Designed and implemented an efficient MySQL database schema to store user profiles, champion guides, and associated metadata

Personal Finance Calculator | *Java, JavaFX*
- Designed and implemented a comprehensive personal finance calculator application using Java, empowering users to manage their financial goals effectively
- Developed a user-friendly command-line interface that allows users to input income, expenses, and savings targets for precise financial planning
- Designed robust algorithms to perform calculations such as budget analysis, savings projections, and debt repayment strategies

Chess Engine | *C++, Qt*
- Developed a working chess engine that uses the minimax algorithm, alpha-beta pruning, and evaluation functions for positional analysis
- Implemented opening book theory and endgame theory for common openings/endgames
- Utilized Qt Designer to design and layout UI components, ensuring seamless navigation and a consistent visual experience

Technical Skills

Languages: Java, JavaScript, Python, C#, C, SQL, HTML/CSS, Bash, C++
Frameworks: React, Node.js, Spring Boot, MySQL, Bootstrap
Developer Tools: Git, Redux, VS Code, Visual Studio, IntelliJ, Eclipse