YESHA VIJAYKUMAR BHAVSAR

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Education:

Bachelor of Science in Computer Science | Kennesaw State University | GPA: 3.7/4.0; Dean's List **Spring 26**

Coursework: Computer Programming and Problem Solving (I & II), Introduction to Java, Introduction to Software Engineering, Computer Organization and Architecture, Data Structures and Algorithm (DSA), Database Management System (DBMS), Academic Research and Writing, Psychology, Economics, Calculus I & II, Discrete Mathematics, Communication Studies, Fundamentals of Data Communications, Operating Systems, Linear Algebra, Parallel & Distributed Computing, Professional Practices & Ethics

Skills:

Programming: Java, C, C++, C#, Python, SQL, R, Linux | **Technology/Frameworks:** Node.js, AWS | **Tools:** VS Code, IntelliJ, Git, Tkinter, NetBeans, **MS Office:** Excel, Word, PowerPoint, Access | **Soft Skills:** Communication, Writing, Time Management, Teamwork, Leadership

Projects:

Audiobook (GitHub) **Fall 2024**

- Developed a Python application that converts any PDF into audiobooks by extracting text directly or through **Optical Character Recognition**.
- Utilized **PyMuPDF** for efficient text extraction from PDFs and **pytesseract** for OCR to handle image-based PDFs.
- Integrated pdf2image to handle image conversion for OCR processing.

Weather App (GitHub) **Fall 2024**

- Developed a weather application using **Python, Tkinter, and OpenWeatherMap API**. Implemented a dynamic user interface with Tkinter, featuring search functionality, real-time clock display, and weather updates, enhancing user interaction and experience.
- Designed an **intuitive GUI with dynamic search functionality** and integrated **live weather conditions**, utilizing custom graphics and seamless user interaction for a polished end-user experience.

Snake Game (GitHub) **Spring 2024**

- Developed a dynamic Snake Game in Java utilizing **object-oriented principles (OOP) and Java Swing for GUI**, with real-time gameplay driven by a consistent game loop using Timer.
- Optimized user interaction through **event-driven programming**, enabled responsive snake movement and collision detection with seamless game logic execution. Integrated file-based high-score persistence and random apple placement logic to enhance gameplay replayability and maintain data across sessions.

Tic-Tac-Toe Game (GitHub) **Spring 2024**

- Developed a feature-rich Tic-Tac-Toe game in Java using object-oriented programming and Java Swing for the graphical interface, ensuring modular and maintainable code structure. Implemented event-driven programming through **ActionListener**, managing **real-time user interactions**, player turns, and game state updates, including win and draw conditions.
- Designed an intuitive user interface with dynamic grid layouts and visual feedback using layout managers like **GridLayout** and **BorderLayout**, enhancing the player experience with real-time game responses.

VR/AR Accessibility Solution for Visually Impaired Users **Spring 2024**

- Designed and developed a VR/AR solution using Meta Quest headset technology and haptic gloves which focused on accessibility and user experience.
- Integrated Google Lens for object recognition and text-to-speech functionality, demonstrating expertise in software development and integration.

DNA Reverser and Translator **Fall 2023**

- Developed a Java program to reverse and translate DNA sequences into amino acids, demonstrating an understanding of bioinformatics concepts and algorithms. Implemented validation logic to ensure input DNA sequences are of correct length and contain valid characters.
- Utilized Java programming language, Eclipse IDE, and bioinformatics algorithms, highlighting expertise in software development tools and technologies.

Mail Management System **Fall 2023**

- Developed a comprehensive Mail Management System in Java using object-oriented programming with real-time processing and categorization. Designed and implemented a modular, scalable architecture using inheritance, encapsulation, and polymorphism, ensuring flexibility and maintainability in a large, multi-feature system.
- Optimized mail item processing by implementing efficient sorting and categorization algorithms, improving system performance and ensuring accurate management of diverse mail types.

Work Experience and Extracurricular Activities:

Food Service Worker **Aug 2022 – Dec 2022**

Panda Express, Moran's Commons and Plaza, UNCG Dining

- Analyzed the flow of students to best prepare for busy hours and managed orders and customer needs in a fast-paced environment. Maintained a clean working environment, accurately served each order, and provided the best customer service through assertive communication.
- Greeted customers with a smile while being a cashier and accurately placed their orders while prioritizing their needs and requirements for the same. Made different types of Chinese Dishes as per the orders during busy hours.

Activities and Awards

Winner: Interschool Computer Programming

- **Designed multiple web pages using HTML with my team members** and represented my school during an inter-school competition.