

Keshav Bhaskarbhai Mehta

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SOFTWARE DEVELOPER

EDUCATION

CALIFORNIA STATE UNIVERSITY LONG BEACH

Bachelor of Science in Computer Science

April 2024

GPA: 3.71

COURSEWORK: Data structure and Algorithms | Object Oriented Application Development | Cyber security Fundamentals | Database Fundamentals | Software Engineering Fundamentals | Software Project Management and Testing | Computer architecture and Organization | Operating Systems | Programming Principles | Machine Learning | Artificial Intelligence | Mobile Application Development

ORGANIZATIONS: National Society of Collegiates and Scholars | Association for Computing Machinery

TECHNICAL SKILLS

- **Backend Programming Languages:** Java, Python, JavaScript, C++, C, C#, Haskell, MIPS, HTML5, CSS3
- **Frontend / Backend Frameworks and Libraries:** Django, ReactJS, React Native, Node JS, Bootstrap, JPA, Tailwind CSS, Spring, Flask
- **Software/Tools:** Git, GitHub, AWS, Visual Studio Code, Insomnia (API development), PY charm, Data Grip, Derby, VMware, VirtualBox.
- **Relational/Non-Relational Database:** MongoDB, MySQL, PostgreSQL, DynamoDB
- **Operating System:** Windows, Mac OS, Kali Linux, Ubuntu Linux.

PROJECT EXPERIENCE

Campus Events Socialization Application (ReactJS, Django, MongoDB)

January 2023 –present

- Engineered a native Web Application intended to enrich students' socialization experience on campus, enabling navigation to preferred events and tracking activities posted by user-subscribed organizations.
- Created a responsive user interface that incorporated a campus map displaying real-time on-campus events alongside browsable Events and Organizations page.
- Endowed features such as Get directions, Organizations subscriptions, Events notifications sub-system, and Account management utilities to provide the best user experience (UX).
- Created a Backend server using Django Framework and implemented REST API to fulfill client requests such as Logins and Signups, Organizations/Events searches, subscriptions, notifications, and CRUD operations on the database.
- Leveraged Bcrypt libraries to provide account security, react native maps APIs for creating maps, and Expo notifications API for push notifications.

Fridge Manager, (Django)

January 2023 – April 2023

- Designed and implemented a sophisticated web-based fridge manager application in an agile development environment, which resolves food management challenges for diverse households.
- Empowered users to optimize refrigerator usage, track expiry dates, and manage available space.
- Operated on HTML, CSS, JavaScript, Django, and MongoDB as the tech stack for this application.
- Crafted an efficient user interface using HTML, CSS, and JavaScript. Python for data processing and retrieval, and MongoDB to store refrigerators, items, and Account data.

Evil Twin Attack, Python, HTML, CSS, PHP

September 2022–December 2022

- Devised automated Evil Twin attack software capable of monitoring individuals' internet activity and extracting login information.
- Established a duplicate Wi-Fi network and a login web page hosted on an Apache server to captivate users.
- Researched vulnerabilities of the 802.11 networking protocol and leveraged the findings to engineer a security breach.
- Wrote a Python script to create the Wi-Fi network, programmed a login portal using HTML and CSS, and connected the page to MySQL database using PHP to store the login credentials.
- Developed unique testing methods to ensure the software works on Mac OS, Windows OS, and IOS devices.

Pokémon CLI Game, Java

October 2021- December 2021

- Composed a game application that is a distinct version of the Pokémon game.
- Orchestrated a distinctive gameplay encounter involving Pokémon hunting and player battles within an exploratory map.
- Featured critical battle items, exclusive Pokémon encounters, and challenging gym trainers, resulting in an immersive fusion of role-play and action-adventure games.
- Instrumented critical concepts of object-oriented application development and made component-based software using design patterns to make game essential entities while following an agile software development methodology.

WORK EXPERIENCE

College Of Engineering Computer Science Tutor

Long Beach, CA
January 2023 – present

- Delivered one-on-one and group academic instructions to students on core and upper-level computer science subjects.
- Subjects include Data structures and Algorithms, Object-oriented Programming, Machine Learning, Software Management and testing, Cyber security, and distinct programming languages.
- Solved coding problems and offered knowledge related to frameworks-based software development, web technologies, cloud computing, and tech stacks.