Neil Mehta

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SUMMARY

Software Engineer pursuing a full-time development role. Proficient in a variety of programming languages. Well-organized and collaborative team player with strong communication and analytical skills. Excited to learn and expand my skills and knowledge in an innovative work-environment.

RELEVANT SKILLS

- **Languages**: Assembly (RISC-V), C, C#, C++, Go, Java, JavaScript, Python, SQL, TypeScript
- **Technology**: AWS, AWS DynamoDB, AWS Lambda, DataDog, Distributed Applications, Echo, Flask, Gin, Git, HTML, Jenkins, MongoDB, Node.js, Numpy, Pandas, PostgreSQL, Postman, React, Vue.js
- **Development**: Agile, CI/CD, Algorithm Design, Full-Stack Development, Integration Testing, RESTful APIs, SDLC, UI/UX Design, Unit Testing, Web Design

WORK EXPERIENCE

KOHO • Toronto, Ontario, Canada • 05/2022 - 04/2023
Backend Software Developer (Co-Op)

- Automated new release database migration using Go and SQL. Integrated migration into GitHub deployment pipeline, reducing feature launch time by 25%.
- Refactored end-user tier subscription workflow, leading to 3% more subscriptions of the product within 3 months. Used Postman for unit testing and supported roll-out to the live environment.
- Improved code efficiency and reduced 3rd party API calls by 10% by refactoring monolithic service into Docker-based microservices and an API Gateway architecture, enhancing performance and reducing costs.

Code Ninjas Brampton South West • Brampton, Ontario, Canada • 12/2020 - 04/2022
Coding Instructor

- Designed and managed the FIRST LEGO Robotics competition team and Python program, leading to marked improvement in students' coding proficiency, problem-solving skills, and teamwork.
- Mentored students through a curriculum on programming games in JavaScript, C#, Lua, and the Unity game engine.

PROJECTS

- [Generative Adversarial Network](#) utilising pre-trained discriminators, capable of performing image-to-image artistic style transfer of real pictures into impressionist-style paintings.
- [Prototype of a gamified fitness app](#) that encourages university students to stay active. Features include personalized virtual creatures that evolve based on workout goals, social battles, and curated workouts.
- Three Musketeers board game with GUI built in Java and JavaFX, utilizing a greedy algorithm for CPU strategy. Also includes move history, instructions hotkey, and an expansive test suite.

EDUCATION

University of Toronto   **Dec 2024**
Degree: Bachelor of Science (Honours)
Majors: Computer Science, Mathematics

Neural Networks and Deep Learning	Mathematical and Scientific Communication
Introduction to Machine Learning	The Design of Interactive Computational Media
Numerical Methods	Data Structures and Algorithms