

ABHISHEK HOTTI

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Github: <https://github.com/abhishekhotti>

Education

BS SOFTWARE ENGINEERING - San Jose State University – Expected Graduation: Fall 2019 – GPA: 3.53

- Languages: JAVA, C++, ARM Keil – Cortex M3, LINUX, HTML, CSS, SQL
- Relevant Classes:
 - 1) Object Oriented Design
 - 2) Advanced Data Structures and Algorithms
 - 3) Database Management Systems
 - 4) Computer Architecture & Assembly Language

Projects

ABHISHEK HOTTI WEBSITE – abhishekhotti.github.io

- Created a personal website from scratch to showcase the pictures I have taken and uploaded to Instagram.
- Implemented Instagram API to fetch pictures from my photography account and display them on screen.
- Using Firebase, I keep track of user information as they enter information on Contact Me page.
- Via use of Gist API, I display code from all my previous projects in a scrollable page on the programming page.

MINISAFEWAY – CMPE 133 – Software Engineering II – <https://testing-island.firebaseio.com/>

- Working with 4 SE majors to make a functional website with Safeway.com as our template.
- Using Google Firebase database to store product data and send queries to retrieve product data when needed.
- Utilizing CSS to make webpage load properly, regardless of device, browser, or operating system.
- Programmed containers and scrollable menu bar, which showcases product data & images retrieved from database.

LIBRARY DATABASE – Introduction to Database – <https://github.com/abhishekhotti/LibraryDatabase/tree/master/src>

- Created tables in a MySQL database to keep track of books, authors, and publishers
- Inserted random values into each table while satisfying all the constraints established on each table during creation
- Kept run time to a minimum with the use of batch statements to insert and retrieve data from the database.

MAZE ALGORITHM – Data Structures and Algorithms – github.com/abhishekhotti/SE_146/tree/master/MazeAlgorithm_Proj

- Located the path out of a randomly-generated maze using BFS and DFS algorithms.
- Implemented the maze as a 2D array, with each cell holding data on its relationship to its neighboring cell.
- In DFS, I recorded the path using a Stack and cells not part of the final path were popped out during backtracking.
- In BFS, the program kept track of path in a Queue and each visited cell was assigned a parent cell for backtracking.

SHUFFLING PLAYLIST – SE 146 – Data Structures and Algorithms

- Shuffle a list of songs by implementing Quick Sort, Merge Sort, Selection Sort, and Insertion Sort.
- For Merge Sort and Quick Sort algorithm, I had to sort a dataset of 460 songs based on song names.
- For Selection and Insertion Sort algorithm, sort the dataset with a random number generator set with a specific seed.

Experience

ENGR 10 - GENERAL ENGINEERING LAB ASSISTANT – Aug 2018 – Present

- Coached students on how to: program their robots to find and capture beacons, get the max power out of their windmill blades and correctly connect solar panels in parallel circuits to achieve max power.

CMPE 120 - COMPUTER ARCHITECTURE TEACHING ASSISTANT – Aug 2018 – Dec 2018

- Collaborated with the professor in reviewing submitted student work by running submission code in a LINUX system.