

Mohitkumar Gedela

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As a leader in various organizations and clubs, I demonstrate problem-solving and adaptability. I am proficient in multiple coding languages, I am ready to bring my technical and interpersonal skills to a forward-thinking team focused on innovation.

EDUCATION

McMaster University, BEng in Software Engineering (Co-op) Sept 2024 – Apr 2029

- GPA: 10.0 / 12.0
- Dean's Honour List (Awarded to students with a minimum of 9.5 / 12.0 GPA)
- Engineering Award of Excellence (Awarded to students with 95%+ in grade 12)
- **Relevant Coursework:** Digital Systems and Interfacing, Object-Oriented Programming, Software Engineering Practice and Experience, Linear Algebra, Discrete Mathematics I

EXPERIENCE

Software Engineer Intern, GastroTrackAI – Online Mar 2025 – Jun 2025

- Engineered scalable backend components with **Flask** and **TypeScript**, accelerating **feature delivery by 30%**
- Integrated a **user notification system** that utilized **Firebase** for tracking user inactivity, reducing **drop-off rates by 20%**
- Fixed **15+ critical bugs** and **documented key updates**, enhancing stability and user experience
- Implemented **UberEats API** and **REST APIs** to log over **100+ food items** for nutrient intakes and **enabling personalized insights**

PROJECTS

Moodify Jul 2025

- Developed a **Python application** that **detects** a user's **realtime emotion** by implementing **Opencv** and **Pillow** to enhance the image and, **DeepFace** and **Numpy** to detect the emotion
- Integrated **Streamlit** for a **responsive UI** and **deployment**, and utilized **Spotify's Web API** to fetch and **curate** a **playlist** based on the emotion.

EvoSense Aug 2023

- Created a **computer vision app** that allows **visually impaired** people to **detect emotional cues** from people
- Designed the frontend using **HTML**, **CSS**, and **JavaScript**, and **Apache** for **deployment** and local hosting
- Implemented facial and **emotion recognition** with **MediaPipe**, **OpenCV**, and **scikit-learn**, supported by **NumPy**, **Pandas**, and **Pickle** for backend processing and model inference

Java Battle Ship Game Jul 2023

- Developed an **interactive Battleship-style game** using math concepts (**coordinates**, **slopes**, **inequalities**) to enhance student learning through gamified problem-solving
- Built using **object-oriented programming** to manage logic, difficulty, and visual feedback for math learning.

ADDITIONAL

Technical Skills: Python, Java, HTML, CSS, JavaScript, Excel, Word

Awards: Honorable Mention Award at ZappARthon among 500+ participants; TD Achieve the Dream Scholarship Canada; Top 25% in North America in the Deca Stock Market Game; School Champion of Canadian Team Mathematics Contest 2023; Honour Roll Grade 9 to Grade 12