Dev Chodavadiya

Los Angeles, California, USA

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Education

University of California, Santa Cruz — Bachelor of Science, Computer Engineering
Minor in Technology & Information Management

Expected Graduation: June. 2026

Relevant Coursework: Intro to Comp. Networks (A); Data Structures and Algorithms (A); Intro to C Programming (A) Intro to Probability Theory (A), Logic Design (A), Parallel programming (A-), Signals & Systems (A), Princple of Comp. System Design (A), Computer Architect (A);

Professional Experiences

Technical Support Specialist, UCSC ITS | Client Services — June 2025 - Present

- **Performed hardware installations, disassembly, and repairs** including minor upgrades and component replacements
- Executed **secure data erasure and physical destruction** of hard drives per UCOP security policy
- Delivered **technical support and troubleshooting for hardware/software issues** via phone, remote tools, and in-person sessions

Event Staff, UCSC CHES | Client Services — Sept 2024 - Present

- Provided **direct support** to performers, speakers, sponsors, and staff, ensuring a professional and **accommodating event experience.**
- **Communicated promptly and effectively with clients** and team members to address needs and troubleshoot technical issues in real time.
- **Ensured smooth event** execution by managing venue setup, **enforcing policies**, and offering on-site assistance during live events.

Calibration Technician, Validyne Engineering | Electronics manufacturer — Feb. 2021-Sept. 2024

- **Calibrated air pressure sensors** with precision under controlled temperature conditions.
- Performed **testing on circuit boards** to ensure they function as intended.
- Collaborated with team members to **coordinate and meet production deadlines.**
- Provide support in other station tasks and assist in **maintaining an organized and efficient workflow**.

Internship: Feb. 2021 - May 2021, Jun. 2023 - Sept. 2023, Jun. 2024 - Sept. 2024

Personal Project

HTTP server: Built a lightweight HTTP 1.1 caching proxy server in C using raw POSIX sockets, handling GET requests by forwarding them to remote servers and returning responses to clients. Implemented a custom caching layer with user-selectable FIFO or LRU eviction policies using a doubly-linked list, storing up to 1024 entries with safe dynamic memory management. Focused on low-level socket programming, protocol parsing, and efficient in-memory storage to demonstrate strong systems-level engineering skills.

Network Router: Developed a custom software-defined router using the POX OpenFlow controller and Mininet to simulate a multi-switch campus network with departmental segmentation, a core switch, and access control policies. Programmed flow-level logic to route or drop IPv4 and ICMP traffic based on switch ID, port, and destination IP, enforcing firewall rules between trusted, untrusted, and server hosts. Designed and deployed a full Mininet topology with realistic host IP/MAC configurations, validating end-to-end traffic flow and policy enforcement across six switches and twelve hosts.

Languages

English | **Gujarati** (native) | **Hindi** (advanced) | **Spanish** (intermediate)

Skills

Coding Languages	Education	Business	Other/Technical
Python	Problem Solving	Adaptability	Figma
JavaScript	Technology Integration	Leadership	Adobe Suite
HTML	Time Management	Strategic Thinking	Google Suite
SQL	Creativity		Notion