ABHAY PANCHOO

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LinkedIn: https://www.linkedin.com/in/abhay-panchoo-3761921b3/
GitHub: https://github.com/Abhay520

Operating Systems | Windows, Linux (Manjaro)
Technologies | Dotnet, Angular, Eclipse, IntelliJ, CLion, Visual Studio, Visual Studio Code, Git, Github, Android Studio, OpenGL
Programming | Python,Java, C, C++, C#, Ruby, HTML, JavaScript, Typescript, NodeJS, MySQL
Languages | English and French (Spoken & Written)

EDUCATION

Bachelor of Computer Science – Computer Science   2020- 2023
Concordia University, Montreal, QC

Diploma of College studies at pre-university level (A-level)   2019
University of Cambridge

Profile and Skills

- Good oral and written communication skills in both English and French
- Ability to plan, organise tasks and meet deadlines
- Use of reasoning skills for problem solving
- Recognised as being respectful, understanding, trustworthy and open-minded
- Ability to work in groups and participate as an active member

PROJECTS

- **Comic Downloader Discord Bot** (Personal Project)
  Uses NodeJS to access mangadex api to download japanese comics and uploads requested volume to a google drive account as a pdf, using google drive service account.
  It then copies the google drive link and sends it to the discord server the command originated from using the discord API.
  Link: https://github.com/Abhay520/Manga-Downloader-Discord-Bot
  Tools : NodeJS, Visual Studio Code, GitHub

- **Mobile WorkOut Application** (Introduction to Software Engineering Project)
  A classwide project divided into multiple teams of 5 students.
  Each team was in charge of one component of the application.
  Our team was in charge of the UI and I was in charge of programming some parts of the UI as well as integrating our part with other teams to make the final project usable.
  Tools : Java, Kotlin, Android Studio, Github

- **Risk-like Text-based game** (Advanced Program Design with C++ Project)
  Implementation of a Risk-like game, similar to warzone.com in teams of 5.
  A complex project which required team communication and use of clean code design principles and properly refactored code.
  Link: https://github.com/R-Iris/COMP-345
  Tools : C++, CLion, Github

- **Grocery Store Website** (Web Programming Project)
  Implementation of a website using the tools below for grocery shopping in teams of 5.
  Tools: HTML, CSS, JavaScript, PHP, Github
  Link: https://github.com/Adamo-O/Grocery-Store-Website

- **RayTracing application** (Computer Graphics Project)
  Implementation of a raytracer using C++ and Eigen Library (Individual Project)
  Link: https://github.com/Abhay520/COMP371_all
  Tools : C++, CLion

- **Moon Compiler** (Compiler Design Project)
  Individual Semester-Wide project to use concepts learned in class to implement a compiler using any programming language we wanted.
  The lexical elements and rules of the language we had to design were given beforehand.
  We had to transform the given grammar to LL1 form, derive the first and follow sets before making the parser. We also made the lexical analyser after making an NFA using the rules given. We then made an AST , symbol table and then proceeded to the code generation part.
  Link: https://github.com/Abhay520/Comp442
  Project Details :
  https://users.encs.concordia.ca/~paquet/wiki/index.php?title=COMP442/6421_-_winter_2022
  Tools : IntelliJ, Java

- **OPENGL Car Parking Simulator application** (Computer Graphics Project)
  A simple car parking simulator made using C++ and OpenGL.
  Tools : C++, OpenGL, Visual Studio