

Abhinav Behal

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Work Experience

Enghouse Interactive | Software Engineering Intern

March 2017 – February 2018

- Added additional functionality and enhanced a tool used internally by developers.
- Developed a chat bot application used in client demonstrations.
- Wrote reusable audio editing components for web and desktop applications.
- Updated installers and removed unnecessary dependencies.

During this internship I worked closely with one of the team leads on multiple different projects. This involved communicating and working with the UX, R&D and DevOps teams to gather requirements, discuss the feasibility of solutions and integrate final product(s) into existing systems. I also gave a presentation highlighting the newly added features to an internally used tool.

Technology Used

C#, WPF, JavaScript, TypeScript, Angular 2 / 4, HTML, CSS, WiX

Projects

Tātai | Māori Mathematics Learning Aid

Developed an application in a group of two that tests users on their ability to correctly pronounce numbers in Māori. The application also allows users to develop their Māori language skills by solving mathematical problems of adjustable difficulty.

Technology Used

Java, JavaFX, CSS, HTK, FFmpeg, Bash

RemindMe | Cross-Platform Mobile App

Used Xamarin.Forms to develop a cross-platform application for Microsoft Student Accelerator 2017. The application allows users to create reminders and provides spell check functionality using the Bing Spell Check API, as well as utilising Azure EasyTables to store reminders.

Technology Used

C#, Xamarin.Forms, Azure

Advent of Code | Solutions to Programming Puzzles

Developed solutions for all of the puzzles in the annual Advent of Code programming competition. Algorithms for each problem were carefully designed with efficiency in mind, resulting in the majority of solutions running in a few milliseconds. Each solution was developed using modern C++ techniques and idioms.

Technology Used

C++

Skills

In addition to the technologies listed above, I also have experience with the following:

- Version control using Git
- Agile methodologies

Education

University of Auckland | Bachelor of Software Engineering (Honours)

2016 – Present (3rd Year)

GPA – 8.6 / 9 | A/A+ average

Completed Courses

- Introduction to Data Structures and Algorithms | A
- Object Oriented Software Construction | A+
- Quality Assurance | A+
- Mathematical Modelling | A+

Courses in Progress (Semester 1 2018)

- Computer Networks
- Fundamentals of Database Systems
- Human Computer Interaction

Awards

- Dean's Honours List | 2016 & 2017 – Awarded to the top 5% of engineering students in their cohort
- First in Course Award – Object Oriented Software Construction
- First in Course Award – Quality Assurance

Lynfield College

2011 – 2015

NCEA Level 1 – 3 with Excellence Endorsement

Awards

- Scholarships in Calculus, Physics and Chemistry
- Silver Award in the New Zealand Chemistry Olympiad

Extra-Curricular Activities

- Robotics Club

References

Jonathan Miller

Team Lead, Development | Enghouse Interactive

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