

ABHINAV GUPTA

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WORK EXPERIENCE

Full Stack Developer

May 2022 – August 2022

TutorOcean, Waterloo

- Utilized **React JS**, **Meteor JS**, **HTML**, and **CSS** to develop web components to implement features to the website, such as building a tutor availability blocking system and restructuring the tutor application form.
- Fixed over **40%** of issues reported across all B2B web products.
- Diagnosed issues by finding patterns in data retrieved from **MongoDB** using **Studio3T**, such as students being able to leave an online session when mandatory input fields in the check-out form are left empty.

Test Automation Developer

September 2021 – December 2021

TutorOcean, Waterloo

- Developed over **50** test cases for the B2C website using **Robot Framework**, **Selenium WebDriver**, and **Python** in the **IntelliJ** development environment.
- Singlehandedly set up the company's Mobile Test Automation department, where **Appium** is being used with **Robot Framework** to develop test cases.
- Maintained high work output by following the Agile with Scrum methodology.

Co-Founder and CTO www.serv2u.org

May 2022 – Present

Serv2U, Waterloo

- Managed and technically mentored a team of 5 web and UI developers.
- Developed efficient and reusable frontend web components to improve the platform's performance by **50%** using **React JS** and **CSS**.
- Built a sophisticated verification system for signing up new users on the platform, which included using State and Effect **React Hooks**.
- Deployed a **Flask** server and **NodeJS** frontend using **Heroku**.



PROJECTS

TIMEY

- Developed the backend server in **Javascript** using **Express** and **Mongoose** for an application that enables users to manage their time effectively.
- Tested API endpoints and analyzed query results from **MongoDB** using **Postman**.

CONNECT+

- Developed an immersive digital application of the physical board game, Connect4, in **C** for the AstonHack 6 hackathon.
- Implemented additional features like the ability to decide the size of the board, decide the winning number of discs, and automatically play again.

SPEEDY MATH

- Developed an educational mobile application, having an interactive user-interface, using **Swift** for young students to practice their arithmetic skills.

CONTACT MANAGEMENT SYSTEM

- Developed a system in **C** that can add, remove, and display detailed contacts. Unique features include adding emergency and blocked contacts.
- Designed an array of structures that can store at most 30 contacts.



EDUCATION

UNIVERSITY OF WATERLOO

Candidate for Bachelor of Honours Computer Science

September 2020 – April 2025
2 Academic Term Distinctions

Relevant Courses –

Combinatorics, Data Structures and Management, Elementary Algorithm Design.



LANGUAGES

Javascript

C++

C

Java

Python

Swift

R

HTML / CSS



DEVELOPER TOOLS

React

Node JS

MongoDB

Express

Flask

Google Cloud Services

Meteor Framework

Robot Framework

Appium

Studio3T

Heroku

Git



SOFT SKILLS

Team Leadership

Project Management

Communication

Detail – oriented