

# ADVIK AYYA

+1 778 522 3474

advikayya@gmail.com · [www.linkedin.com/in/advik-ayya/](https://www.linkedin.com/in/advik-ayya/)

E-Portfolio: [advika99.github.io](https://advika99.github.io)

Graduate student of **University of British Columbia** 2022, with a major in **Computer Science** (Minor in **Economics**). Highly motivated, dedicated, and a quick learner, with experience collaborating in teams.

## TECHNICAL SKILLS

- Proficient in **Java**, **C#**, **Python**
- **HTML**, **CSS**, **JavaScript**, **PHP**, **MySQL**
- **Unity**, **Kotlin**, **Android Studio**
- **Angular**, **React**, **Ajax**, and **JQuery**
- **Docker**, **Postman**, and **OPC UA**
- **GitHub** and **Bitbucket**

## EXPERIENCE

**JUNE 2023 – OCT 2023**

**CUSPERA FRONTEND ANGULAR DEVELOPER** *ONLINE, BASED IN U.S.A*

Worked as part of a team to develop an **Angular** based site that makes use of Restful APIs to display filtered user data in a responsive material table.

**MAY 2023 – JULY 2023**

**IBM APPLIED AI PROFESSIONAL CERTIFICATE** *COURSERA*

Was provided an overview of AI systems and Chatbots, which combined with the use of **Python** and **IBM Watson** APIs to learn how to produce powerful AI driven products.

**APRIL 2023 – MAY 2023**

**META ANDROID DEVELOPER PROFESSIONAL CERTIFICATE** *COURSERA*

Gained in-depth training on the design and production lifecycle of an android app, with an emphasis on **React**

**JUNE 2021 - SEPT 2021, AUG 2022 – MAR 2023**

**RAPID EFFECT INTERNSHIP** *ONLINE, BASED IN SINGAPORE*

Developed a **Python** client that could communicate between an **OPC UA** server and **Azure APIs**. Built the client onto **Docker** images. Helping to build a web-app to display the data using **React**, **TypeScript**, and **Ant Design**

**2020 - 2021**

**NON-PROFIT WEBSITE** *HELPING HANDS FOR HUMANITY, INDIA*

Developed a website built in **HTML**, **CSS**, **JavaScript**, **PHP**, with data stored on a **MySQL** database. Includes login, donation, articles, admin management, etc.

**2018 - 2019, 2021 - 2022**

**2D UNITY GAMES** *UBC, CANADA*

Created two 2D games in **Unity** using **C#**, a 2D side-scroller platform with multiple levels, and a multiplayer game featuring a lobby system, particle systems, and multi-layer animations

## AWARDS

- UBC IMES Scholarship
- IGCSE Computer Science Award