

Anish Roy

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EDUCATION

University of Toronto

Sept. 2023 – Present

Honours Bachelors of Science in Computer Science - GPA: 4.0/4.0

Awards

- **Dean's List Scholar (2024):** Cumulative GPA of 3.50 or higher after completion of a year
- **University of Toronto Scholar's Award:** Merit based award for being one of the most outstanding students to apply

PROJECTS

Time Management System | *Java, Swing*

- Created a system using Java Swing allowing users to manage their time through various features such as a to-do list, calendar and timer
- Implemented a social system which let users add friends and compete with them through a leaderboard system based on task completions
- Implemented Clean Architecture and SOLID principles into our software's design

Employee Management System | *Java, Swing*

- Created a system that managed the employees in a work place
- Allowed users to add, edit, search, and remove employees as well as calculate their income

Platformer Video Game | *Python, Pygame*

- Created a 2D platformer video game using the pygame library
- Players can play levels and keep track of their best times through an in-game leaderboard

EXPERIENCE

Team Member

Sept. 2021 – June 2022

Absolute Robotics: Team 4308

Mississauga, ON

- Participated in FIRST Robotics Competition (FRC)
- Helped prepare the team's robot for the season competitions

TECHNICAL SKILLS

Languages: Python, Java

Developer Tools: Git/Github, VS Code, PyCharm, IntelliJ

Frameworks: Netbeans