Ansh Gandhi

Computer Engineering Student at University of British Columbia
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Education

University of British Columbia — Vancouver, BC
Bachelor of Applied Science – Computer Engineering (CGPA – 87%) — *Sep. 2022 – Present*

Experience

Software Developer Intern — May 2024 – Present
University of Calgary IT Department — *Calgary*

- Create a dynamic website to facilitate the organization, share-ability, and storage of audit reports using **HTML**, **CSS**, and **JavaScript**
- Implement authentication mechanisms to enforce role-based access control, safeguarding sensitive reports and limiting access exclusively to authorized personnel
- Utilize data from internal audit's staging database environment to refresh, update, and develop dashboards in **PowerBI**

Software Developer — Feb. 2023 – Present
Launchpad Engineering Design Team — *University of British Columbia*

- Collaborate with an interdisciplinary team of developers and designers to ideate and build a project
- Employing industry-standard tools to address external stakeholders' challenges and bridge market gaps by creating interactive, responsive, and functional products
- Acquiring hands-on experience and refining industry collaboration skills with tools like **GitHub** and application of agile development with iterative design and cross-functional collaboration

Projects

Nom Appetit (GitHub) | *TypeScript, React Native* — September 2023 – May 2024

- Developed a social restaurant tracking mobile app, focusing on creating shareable lists and implementing a machine-learning algorithm for the restaurant-picking feature
- Designed and implemented a user-friendly front-end using **Typescript** and **React Native** which allows users to make seamless dining decisions
- Utilized **Firebase** and **Express** to enable auto-population and import functionalities for restaurant lists with advanced sorting and commenting functionalities

Graphs, Sea Levels & Mind Boggles | *Java, JUnit* — Nov. 2023

- Developed a graph interface to apply it to address real-world challenges, including assessing the impact of sea level rise and creating a Boggle-playing bot
- Implemented an adjacency matrix and list graph representation to model sea levels across diverse terrains in order to predict the impact of sea level rise for city planners
- Applied Dijkstra's algorithm to efficiently compute the shortest path between two nodes on the graph

Epilog (GitHub) | *JavaScript, React Native, Firebase* — September 2023 – May 2024

- Led the design of a user centric mHealth app, simplifying epilepsy management for individuals and caregivers through streamlined tasks
- Coded the front-end of the reminders page and linked it to the back end using **React Native** and **JavaScript**, and **Firebase**

Technical Skills

Languages: Java, Python, JavaScript/TypeScript, C, C++, HTML, CSS, Git, SQL, Verilog, ARM
Frameworks: React Native, React.js Express.js, Node.js, Flutter, GitHub, Linux, Figma, JUnit
Hardware: Microcontrollers, FPGA Boards, Quartus, ModelSim

Courses & Certificates

Courses: Data Structures and Algorithms, Principles of Software Construction, Computing Systems I & II, Introduction to Probability
Certificates: Machine Learning A-Z: AI, Python & R, The Complete 2024 Web Development Bootcamp