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 – 86%) — *Sep. 2022 – Present*

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

TECHNICAL WORK EXPERIENCE

Full Stack Software Engineer Coop — January 2025 – Present

Dialpad — *Vancouver*

- Develop backend functionality in **Python** allowing custom logo uploads, seamless retrieval of previous media in chats, and scalable pagination to enhance user experience
- Streamline performance for API endpoints by optimizing logic and removing redundant response parameters, decreasing response times by **99%**
- Collaborate with designers to develop **Vue.js** components by building reusable UI elements and managing state efficiently with **Pinia,** while ensuring responsive design across all devices to enhance the overall user experience

Software Developer Intern — May 2024 – August 2024

University of Calgary IT Department — *Calgary*

- Created a dynamic website to facilitate the organization, share-ability, and storage of audit reports using **HTML**, **CSS**, and **JavaScript**
- Implemented authentication mechanisms to enforce role-based access control, safeguarding sensitive reports and limiting access exclusively to authorized personnel

DESIGN TEAM EXPERIENCE

Machine Learning Engineer — September 2024 – Present

Agrobot Engineering Design Team — *University of British Columbia*

- Researched different machine/deep learning methods for precise intra-row weeding and data collection
- Created advanced machine learning models for accurate weed detection and integrated real-time machine vision into the Robot Operating System (ROS)

Software Developer — February 2023 – May 2024

Launchpad Software Engineering Design Team — *University of British Columbia*

- Collaborate with an interdisciplinary team of 15 developers and designers to ideate and build a project
- 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

Chat Web Application (GitHub) | (Personal Project) | *HTML, CSS, JavaScript* — November 2024

- Developed a dynamic, single page chat application using **HTML**, **CSS**, and **JavaScript** for the front-end
- Coded a robust back end using **Node.js**, **Express.js**, and **WebSockets** to handle real-time messaging
- Incorporated **RESTful APIs** for core features with data stored in **MongoDB** for efficient retrieval

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

- Built a social restaurant tracking mobile app, focusing on creating shareable lists and implementing a machine-learning algorithm for the restaurant-picking feature
- Implemented a user-friendly front-end interface from **Figma** designs using **Typescript** and **React Native** which allows users to make seamless dining decisions

TECHNICAL SKILLS

Languages: Java, Python, JavaScript/TypeScript, C, C++, HTML, CSS, SQL, Verilog, Assembly, MATLAB
Frameworks: React.js, Vue.js, Node.js, Express.js, React Native, JUnit, Bootstrap, JQuery
Developer Tools: Git, GitHub, TensorFlow, Keras, Scikit-learn, EJS, Figma, MongoDB, Oracle DB, Postman

THE UNIVERSITY OF BRITISH COLUMBIA
Co-op Program
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