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 – August 2024
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 Software 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

Stock Trend Prediction Web App (GitHub) | *Python, Machine Learning* August 2024

- Developed a web application using **Streamlit** to visualize actual stock price trends over time versus predicted prices, while incorporating 100-day and 200-day moving averages for a deeper analysis
- Built and trained a Long Short-Term Memory (LSTM) network, using **Scikit-learn** and **Keras** in **python**, for predicting stock prices, using sequential data to improve prediction accuracy
- Designed intuitive, data-driven visualizations with **Matplotlib** and incorporated interactive trend graphs into the web app to enhance the user experience

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

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

- Developed a graph interface in **Java** and applied 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
- Implemented Dijkstra's algorithm to efficiently compute the shortest path between two nodes on the graph

Technical Skills

Languages: Java, Python, JavaScript/TypeScript, C, C++, HTML, CSS, Git, SQL, Verilog, ARM
Frameworks: React Native, React.js, Node.js, GitHub, Linux, Figma, JUnit, Bootstrap, JQuery, TensorFlow, Pandas, Keras, Scikit-learn
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