

ARYAMAN SINGH

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Computer Engineering, University of Waterloo

SUMMARY OF QUALIFICATIONS

Programming Languages & Skills: Java, C++, Python, MySQL Databases, JMeter & Selenium

Other Technical Skills: Microsoft Azure, Version Control (Git, GitHub, Bitbucket), Jira, MS Office, Photoshop

WORK EXPERIENCE

Software Engineer, PointClickCare (January 2020 – April 2020)

- Developed features and fixed bugs for *Nutrition Management* module of the PointClickCare application using Java, JSP & ZK Framework by communicating with various teams across the company
- Designed load test using Apache JMeter for Microsoft Azure application to identify performance bottlenecks in Azure cloud pipeline used by the application
- Increased automation coverage by 5 times by implementing tests using Java & Selenium for ensuring stability and performance of the module

Head of IT and Design, XMUN Secretariat (June 2017 – August 2018)

- Successfully led the technical aspect of the 500+ participant event by creating the event website, designing banners and communicating with various sponsors, printing agencies and IT Specialists

Deputy of Design – TEDxTheHeritageSchool (January 2016 – September 2016)

- Maintained stage layout according to TEDx Standards, and managed AV systems for the presentations, activities and performances; learnt the fundamentals of project management, design and professional communication

Volunteer – Waterloo Engineering Competition (October 2019)

- Co-maintained and managed the overnight Engineering Competition by providing teams with technical support and electrical components

Volunteer – HackTheNorth (September 2019)

- Volunteered to manage activities, workshops and the judging process at the Hackathon

EDUCATION & AWARDS

Candidate for BAsC – Computer Engineering (University of Waterloo) (2019 – 2024)

- 1A Term Dean's Honour List (Rank 4 out of 279)

Grade 12 – Heritage Xperiential School, India

- Outstanding Student Award, given to the top candidate out of 180 students (February 2019)

PROJECTS

The (Un) Reliable Dictionary – Python (March 2020, Ongoing)

- Made a program that randomly selects an online dictionary to find a definition for the given word
- Created using Python 3, Urban Dictionary API and Tkinter GUI Library

Banking Management System – C++ (March 2019)

- Created a program to simulate withdrawal, deposits and bank statements using Turbo C++
- Used built-in graphics libraries for the GUI, and implemented extensive file handling

Android App: TrashIn (Hackathon) (November 2017)

- Developed App using Thunkables to convince people to undertake environmental initiatives such as recycling, in return for rewards & prizes
- Selected as one of 5 finalists in ShriTeq Hackathon out of 20 participants

Graphical Area Calculator – C++ (September 2017)

- Created program that can calculate the area, perimeter, and volume of 2D and 3D shapes
- Learnt how to develop User Interfaces using built-in graphic libraries

INTERESTS AND HOBBIES

Open Source Projects

- Passionate about open-source projects such as OpenRCT2 and Habitica, and have been contributing to the open-source code bases through direct contributions and suggestions on GitHub

Guitarist and Bassist

- Performed in over 30 music festivals, charity events and school events; took Rockschoool Examinations for Electric Guitar and completed the final grade (Grade 8) with distinction

Cryptography, Cyber Security and Ethical Hacking

- Participated in numerous CTF-styled Cryptography events, and learnt about digital security and encryption