

GOVIND NAIR

Computer Science Student at the University of Waterloo

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🌐 govindnair.netlify.app

in Govind Nair

🔗 GovindN75

SKILLS

Programming Languages

Java

Python

C++

C

HTML/CSS

JavaScript

Tools and Technologies

React.js

Node.js

Express.js

mySQL

Bootstrap

Tensorflow

Keras

EXPERIENCE

Team Captain

Trubotics (Competitive Robotics Team)

📅 Sep 2019 – Jun 2020

📍 Markham, ON

- Oversaw a team of 5 students
- Assigned appropriate positions according to each one's skills
- Collaborated with peers to identify flaws in multiple designs and to improve prototypes

Executive Member

Mathematica (Mathematics Club)

📅 Sep 2019 – Jun 2020

📍 Markham, ON

- Collaborated with 3 other Executive Members to create different classes every week for members
- Taught 10+ students various Math concepts to aid them in preparing for Math Contests

EDUCATION

University of Waterloo

📅 Sept 2020 – April 2025

Candidate for Bachelor of Computer Science (BSC).
90.4% average, 3.92 GPA

PROJECTS

Recipe.io 🔗

📅 Jan 2021

- Coded a full-stack web application that finds recipes based on ingredients a user inputted using the Spoonacular **API**
- Worked primarily on the back-end using **Node.js** and **Express.js**
- Project was created for Hack The North 2020++ in a team of 4.

Languages/Technologies: React.js, Node.js, Express.js, Bootstrap

Portfolio Website 🔗

📅 May 2021

- Developed a personal portfolio website using **React.js**.
- Ensured the website had a **responsive design** to have it be well-formatted across any device.

Languages/Technologies: React.js, Bootstrap, HTML, CSS, JavaScript, React-Bootstrap

Flappy Bird AI 🔗

📅 Jul 2020

- Used the NEAT Algorithm (NeuroEvolution of Augmenting Topologies) to train an agent to play a clone of the game Flappy Bird.
- Programmed both the game environment and AI using **Python**.

Languages/Technologies: Python, Pygame, NEAT

Number Predictor 🔗

📅 Jun 2020

- Developed a program that classifies a users handwritten digit using a Convolutional Neural Network.
- Coded both the Graphical User Interface as well as the Neural Network using **Tkinter** and **Tensorflow**.

Languages/Technologies: Python, Tensorflow, Tkinter, OpenCV