

# Govind Nair

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## Skills

**Languages:** Python, C++, Java, C, JavaScript, TypeScript, HTML/CSS

**Technologies/Frameworks:** Angular.js, React.js, Node.js, Express.js, GraphQL, Bootstrap, Git, Tensorflow, Keras, OpenCV, Numpy, Pandas

## Experience

### SS&C Technologies Holdings

**Toronto, ON**

*Full-Stack Developer*

Sep 2021–Dec 2021

- Part of an **Agile Angular** development team for an Automated Distribution adjustment Web-Application allowing employees to easily adjust trade prices
- Utilized **Angular** and **TypeScript** to build a dynamically generating table component when data is provided
- Used Apollo-Angular to send **GraphQL** mutations to a Spring microservice and displayed the correctly formatted data using the table component.
- Implemented **Schemas** and **Resolvers** for a GraphQL middle tier to interface multiple microservices with the Angular front-end
- Part of a **Agile Java** development team for a Trading calculator API allowing clients to place hypothetical trades
- Added and refactored unit tests using **JUnit** and **Mockito** to increase total code coverage to greater than 80%
- Configured the auto generation of the **Swagger** Document for a Spring microservice using the **Docket** class and **Spring**

### Trubotics

**Markham, ON**

*Team Captain*

Sep 2019–Jun 2020

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

## 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

### 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

- Using Tensorflow and the MNIST digit data, developed a program that classifies a users handwritten digit using a Convolutional Neural Network.

**Languages/Technologies:** Python, Tensorflow, Tkinter, OpenCV

## Education

### University of Waterloo

**Waterloo, ON**

*Candidate for Bachelor of Computer Science (BCS)* 3.8 GPA, 87.8% average

2020–2025