HITARTH KOTHARI

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WORK EXPERIENCE

Teachers Assistant   **CA, Ab, Edmonton**
University of Alberta Computer Science   **Sep 2022 - Apr 2024**

• Managed project timelines and guided student teams in CMPUT 401, enhancing project delivery and engagement.

• Collaborated with stakeholders to define project requirements and milestones for each application, leading to a successful on-time delivery of all projects

• Supported course design, grading, and delivered instructional lectures and tutorials, significantly boosting student understanding and performance in complex technical subjects.

Full Stack Developer   **CA, Ab, Edmonton**
SingleParentLife   **Sep 2023 - Dec 2023**

• Developed a comprehensive project plan to build an MVP for an iOS and Android app using Flutter, Firebase, and Google APIs, leading a team of 6 developers to successfully deliver the product on time and within budget.

• Engineered both front-end and back-end components to ensure robust, scalable functionality and a seamless user experience

• Implemented Agile methodologies, including daily stand-ups, sprint planning, and retrospectives, to maintain team focus and continuous improvement.

Research Assistant   **CA, Ab, Edmonton**
University of Alberta Statistics   **Apr 2023 - Sep 2023**

• Collaborated with supervisor George Tokarsky to explore the relationship between periodic paths on triangular tables and their applications in geometry, ergodic theory, dynamical systems, leading to a potential publication in a computing science journal.

• Developed and implemented computer programs in Java and C++ to track the path of a billiard ball on an arbitrary polygonal table, resulting in the discovery of 15 unique periodic paths and 10 paths hitting sides perpendicularly.

Freelance Programmer   **CA, Ab, Edmonton**

• Crafted custom applications for Master's and PhD students at the University of Alberta, which were utilized in journal publications and thesis defenses.

• Designed innovative software solutions tailored to meet the specific research needs of graduate students, enhancing the impact of their academic work.

• Facilitated the advancement of academic research by providing technical expertise and delivering high-quality, reliable applications tailored to specific research projects.

EDUCATION

University of Alberta   **Edmonton, Alberta**
Computer Science - First Class Honors   **Date**

PROJECTS

Edmonton House Price Estimation

• Created a dynamic R dashboard to display Edmonton house prices, significantly improving data visualization and user interaction.

• Enhanced the dashboard with customizable, real-time search parameters, allowing users to tailor their searches to specific criteria.

Gravity Shooter

• Orchestrated the design and development of a gravity shooter PC game with a team of six, utilizing Unreal Engine 5 for immersive gameplay and advanced graphics.

• Spearheaded the integration of complex physics and gravity mechanics to enhance the game's realism and player experience.

Android Video Game - Instinct

• Conceptualized and launched a captivating Android video game using Unity, featuring multiple levels with intricate gameplay to enhance player engagement and interaction.

• Formulated complex game logic and utilized Unity's advanced capabilities to ensure smooth performance and visually appealing graphics across various Android devices.

SKILLS

Python, C, C++, Java, Julia, R, SQL, HTML, CSS, Unity, Unreal Engine, Flutter, Firebase, Android Studio, Cybera RAC, Docker, Kubernetes, Git, Jenkins, MySQL, PostgreSQL, MongoDB, AWS, Azure, Google Cloud, Tableau, Power BI, Linux, Windows, MacOS, Scrum, Kanban.