ISHAN SETHI

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TECHNICAL SKILLS

Languages	Java, Python, JavaScript, C, C++, C#, HTML, CSS
Frameworks/Libraries	React.js, Node.js, Next.js, Bootstrap, TensorFlow, NumPy, JSON, TKinter, Google Cloud Platform, REST APIs, Unity
Programs/IDEs	Github, Visual Studio Code, Eclipse, PyCharm, Atom, Microsoft Office,

EXPERIENCE

Web Developer May 2020 - Present
Freelance *Toronto, ON*

- Designed dynamic mobile-first websites using **HTML**, **CSS**, **Javascript**, and **Bootstrap** for local businesses including a pediatrician's office, mobile store, and beauty salon
- Increased digital presence and foot traffic for those businesses
- Learned many entrepreneurial skills in networking, negotiation and customer satisfaction

Sales Associate July 2021 - September 2022
Bell Canada *Toronto, ON*

- Assist customers in finding mobile products and plans perfectly designed to fit their needs
- Answered customer questions and reported issues in person or by phone
- Stock, replenish, and organize the store inventory with accuracy and efficiency

Emergency Response Team June 2019 - September 2022
Etobicoke General Hospital *Etobicoke, ON*

- Worked for 250+ hours, including 100+ hours during the height of the COVID-19 pandemic
- Responsible for screening any visitors to the hospital for COVID symptoms
- Moved patients and supplies between different departments, and providing reception support
- Worked with the doctors, nurses, and other staff to effectively communicate between patients and their families

PERSONAL PROJECTS

Auricular.ai

- Built the backend for a **Python** virtual assistant designed for students which analyzed the audio from online lessons and utilized **Natural Language Processing** AI to pick out key phrases such as test dates
- Employed **Google Cloud** Text to Speech, **Facebook's** Wit.ai APIs
- Won the 2nd place prize for the use of a Facebook API at Hack the North 2020++. (Link)

Hand Pong

- Recreated the game "Pong" in **JavaScript** for Hack the North 2021 using **React.js** but playable over the internet with up to 4 friends
- The paddle is controlled by the user's hand with a **TensorFlow** AI hand tracking motion control from the user's webcam, and communicates via a **Node.js** backend server with **socket.io** websockets (Link)

Handwritten Numbers

- Developed and trained a machine learning model in **Python**
- Used **TensorFlow**, **Keras** and **TKinter** that would allow the user to draw any digit from 0-9. It converts the drawing into a **NumPy** arraywhich is fed into the model that predicts it with 98% accuracy. (Link)

Bus Conductor

- Created a puzzle and top-down driving simulator game in **Java** with **40+ levels** using the **Swing** GUI toolkit and **Java AWT**. (Link)

EDUCATION

Bachelor's Computer Science, Honours Co-op, University of Waterloo Expected 2027
Culmulative Average/GPA: 84.2/3.70
Relevant Coursework: Designing Functional Programs, Algorithm Design and Data Abstraction, Tools and Techniques for Software Development, Linear Algebra, Calculus 1 & 2

AWARDS AND HONOURS

Univeristy of Waterloo President's Scholarship of Distinction, Hack the North 2020++ Facebook API 2nd place, Hypatia Contest Honour Roll - Top 5%, Euclid Mathematics Competition Distinction - Top 10%, Canadian Computing Contest Distinction - Top 25%, Ontario Scholar