

Shuva Narayan Gautam

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EDUCATION

Carleton University

Ottawa, Ontario, Canada

Bachelors in Computer Science, Co-op, Software Engineering Stream

Sept. 2021 – Present

- 11.70/12.0 GPA (A+)
- Expected Graduation April 2026
- Second Year Standing - Deans' Honours List - CJ Mackenzie Scholarship
- Available for 4 or 8 months starting Summer 2023

TECHNICAL SKILLS

Languages: Java, Python, C/C++, JavaScript, HTML/CSS, Bash

Frameworks: Node.js, Express, MongoDB, React, Tailwind, Pug

Developer Tools: Git, Github, VS Code, IntelliJ, Linux/Windows, Openstack, Postman, Figma

WORK EXPERIENCE

Teaching Assistant for COMP1405 Intro to Programming with Python

September 2022 – Present

Carleton University

Ottawa, Ontario

- Facilitate office hours with students and guide them through any questions and problems they have regarding the course work to help them succeed in class
- Evaluate student submissions by testing the code to ensure students meet criteria and provide constructive feedback to the students so they can learn and improve upon their code in future assignments

UI/UX Designer

September 2022 – December 2022

eWorx Technology

Edmonton, Alberta (remote)

- Designed conceptual prototypes for UI of the mobile application using Figma design tools and components for the team to use in the development stage of the app
- Collaborated with team on the creation of different layouts and design choices to meet the feature and functionality requirements of the application

PROJECTS

Full Stack Open Art Gallery Site | *Node JS, Express, MongoDB, Mongoose, Pug, HTML/CSS*

December 2022

- Developed a fully responsive art gallery site with user authentication using Express sessions to facilitate secure login and viewing of published art
- Designed RESTful API's to interact with the MongoDB database to get or create users and art data, as well as created user and art schemas using Mongoose to organize and simplify the data
- Rendered server-side data using Pug Templating engine to quickly update frontend and optimize load times

Pokemon Query Server Program | *C, Multithreading, TCP/IP, Sockets, File I/O, Makefile*

August 2022

- Implemented a client/server Pokemon query program that allows a client to establish a connection with server and query for Pokemon by their attributes such as type
- Established connection between client and server using sockets programming and TCP Internet Protocols for secure data transfer
- Utilized multithreading to increase performance, improve resource utilization and allow for handling file input/output and network operations while interacting with user

Electronic Store App | *Java, JavaFX, MVC, OOP*

April 2022

- Constructed a model of an electronic store using Object Oriented Programming design principles to increase robustness and future maintainability of the data
- Developed a Graphical User Interface using the Model View Controller design pattern so users can visually interact with application

Traversable Pokemon Game | *Python, Pygame, Graph Theory, Algorithms*

November 2021

- Created a fully functional and traversable Pokemon world in the terminal, where you start off in Pallet Town and embark on a journey collecting Pokemon and fighting gym leaders
- Built using Python and an Adjacency List graph to store data connections, and Pygame to display the accompanying map