SHUBHAM MALHOTRA

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OBJECTIVE

To secure a Co-op position in software development utilizing my knowledge of computer science and programming languages to create innovative solutions and help develop cutting-edge technologies.

EDUCATION

Bachelor of Science Honours Computer Science with Software Engineering Specialization Co-op ,
University of Windsor Expected 2024
Major GPA: 95.26 Cumulative Average: 90.680
Relevant Coursework: Introduction to OOP utilizing Java, Computer Architecture, Data Structures, Linear Algebra, SDLC, and Software Development using Java 3D.

SKILLS

Technical Skills	Unity, Blender, Git, Perforce, Data Structures, Algorithms, Adobe software
Programming Languages	C, C++, Java, Python, HTML CSS, JavaScript, C#, React, Objective C

EXPERIENCE

Software Engineer Apr 2022 - Dec 2022
KoolHaus Games Inc *Vancouver, BC*

- Developed game in Unity and helped created an upcoming game for Apple Arcade.
- Worked with C# and created plugins in Objective-C.
- Main task was to add support for controller input in the game.
- Added lane-based movement for platforms such as Apple TV, Mac, and controller input.
- Collaborated with game designers and other developers to bring the game to life.
- Utilized debugging, testing, and problem-solving skills to ensure the game was functioning properly.

Teaching Assistant Jan 2023 - Present
University of Windsor *Windsor, ON*

- Experienced in teaching students data structures and algorithms, such as trees, linked lists, sorting algorithms, and graph algorithms.
- Developed course materials and study guides to help students understand the topics in-depth.
- Assigned and graded homework, quizzes and exams to evaluate student progress.
- Mentored and provided guidance to students as they worked on their projects.

PROJECTS

Formula One Driver Stats. This project involves web scraping the points of Formula 1 drivers and putting them into a JSON file using Cheerio and Node-fetch. First, the Node-fetch library is used to fetch the HTML content of the target web page. Then, the Cheerio library is used to parse the fetched HTML content. The Cheerio library is used to traverse the DOM tree and identify the elements that contain the points of the Formula 1 drivers. Once the relevant data is identified, it is extracted and stored in a JSON format. Finally, the JSON file is written to disk using the Node.js File System library.The project is useful for extracting data from web pages and storing them in a structured format for further analysis. It also demonstrates the use of Node.js and Cheerio for web scraping.. (Try it here)

Airport Runway Simulator. Analyzed the working of ATC and implemented a similar system deploying OOPS through JAVA.The program keeps a log of the landing and taking off the plane and coordinates the next action on the runway

EXTRA-CURRICULAR ACTIVITIES

- I am currently a member of the Dean's Honor Roll and President's Honor Roll at the University of Windsor.