RAHUL AGARWALA

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Education

Wilfrid Laurier University | Dec 2021
Honours Bachelor of Science
Computer Science and Mathematics

Links

Website: https://rahul515.github.io
Linkedin: www.linkedin.com/in/ra-rahul
GitHub: https://github.com/Rahul515
Slatelearn: https://www.slatelearn.in/

Skills

Languages:
   Python, Dart, C, Java, JavaScript,
   Assembly, Pygame, C++, HTML5,
   CSS3, XML
Tools & Frameworks:
   Flutter, React, React Native, Flask
   Android Studio, Adobe Photoshop,
   Git
Database:
   MongoDB, SQL, HeidiSQL

Awards

Faculty of Science Dean's Honor Roll
   Qualified for the Honor Roll for
   scholastic achievements in for 2018/19
   academic year.
Scholarship (Wilfrid Laurier)
   Recipient of Merit Scholarhip
Exe.BIT Robotics Competition
   1st Place

Relevant Coursework

Cryptography (CP460)
Algorithm Design and Analysis (CP312)
Data Structure II (CP264)
System Programming (CP367)
Software Engineering (CP317)
Digital Electronics (CP220)
Microprocessor I (CP216)
Database I (CP363)
Multivariable Calculus (MA201)
Probability and Statistics (ST 230)

Projects

Slate Learn | 2020
- Created an E-commerce website for android devices along with a pdf editor to purchase and read school books.
- Used MongoDB to store and manage the database for schools, students and books and AWS to deploy the app.
- Used flask for the backend to retrieve information from the database and link it to the frontend where we used react-native.

Cabo: Card Game (Android App) | 2019
- Developed an Android strategic card Game that helps improve memory.
- Implemented an AI bot that chooses one of hundreds of moves to play after observing the strategy of other players.
- Developed the application on Android Studio where the front-end layout was created using xml and java for the animations.
- Used java for the back-end to implement the other classes.

Pygame Project | 2016
- Recreated the classic Snake game with some modifications.
- Scripted the game on Python using its Integrated Development Environment and combined it with the Python module Pygame to implement the graphics.

Work Experience

Instructional Assistant | Wilfrid Laurier University | 2018 - Present
- **CP104: Intro to Programming:**
   Taught the basic components of programming.
- **CP164: Data Structures I:**
   Helped students grasp an understanding of the different data structures in Computer Science and assisted them analyse and debug their codes.
- **CP264: Data Structures II:**
   Taught students the concepts of higher level data structures in a lower-level language C.

Research Assistant | Wilfrid Laurier University | 2020 - Present
- Conducted a literature review, and data analysis for experiment simulations thermodynamics.
- Investigated tools based on new education technologies that would allow building physics-based animations/simulations using HTML5, CSS3 and JavaScript.

Peer Tutor | Wilfrid Laurier University | 2019 - Present
- Held regular office hours to help students in need of one-on-one tutoring for any Mathematics or Computer Science courses.

Math Mentoring Program | Wilfrid Laurier University | 2020 - Present
- Conducted study sessions for first year math courses.
- Each session aimed to incorporate effective learning strategies while reviewing and reinforcing course content.