RAHUL AGARWALA

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Education

Wilfrid Laurier University | May 2021
Honours Bachelor of Science
Computer Science and Mathematics
Major GPA: 11.14 / 12.0

Links

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

Skills

Languages:
Python, C, Java, JavaScript, Assembly, Pygame, C++, HTML, CSS, XML
Tools & Frameworks:
Android Studio, Adobe Photoshop VBA in Excel, Heroku, Git
Database:
SQL, HeidiSQL, MongoDB

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 Robo-Tricks
1st Place
International Informatics Olympiad
Rank: 75
Zenith Karate-Do Tournament
1st Place in Katha and Kumete
Keventers Cup Soccer Tournament
1st Runner up

Relevant Coursework

Algorithm Design and Analysis (CP312)
Data Structure II (CP264)
System Programming (CP367)
Software Engineering (CP317)
Digital Electronics (CP220)
Object-Oriented Programming (CP213)
Microprocessor I (CP216)
Database I (CP363)
Multivariable Calculus (MA201)
Probability and Statistics (ST 230)

Work Experience

Instructional Assistant | Wilfrid Laurier University | 2018 - Present
CP104: Intro to Programming:
- Taught the basic components of programming to a lab of 45 students

CP164: Data Structures I:
- Helped students grasp a better understanding of the different data structures in Computer Science.
- Assisted them analyse and debug their codes for the lab problems

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.

Projects

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.

Fibonacci Sequence Identifier | 2018
- Used a switch to give the device a 3 bit binary input and displayed the resulting output using a 7-segment display.
- Used Quartus II as the software to program the CPLD with the help of logic gates and displayed the resulting output on the 7-segment display.

Omnifood (website) | 2019
- Created a website for an online course using resources provided by the professor.
- Used HTML5, CSS3 and JavaScript to build the website with brackets as the editor.

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.

Volunteer Activities

Head of Robotics Committee | LSA | 2016 - 2017
- Selected out of a pool of 520 students to lead the school robotics team.
- Taught the basics of robotics to students of different schools in various workshops and Interschool Robotics competitions as a mentor.

Core Committee Member | Exe.BIT | 2016
- Helped organise our anual Interschool IT Fest.
- Developed and maintained the website for the fest.
- Co-supervised the event Code-Chef: Test your coding skills.