Samyak Mehta

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EDUCATION

University of Toronto   *September 2019 - Present*
Honours Bachelor of Science, Computer Science Co-op   *CGPA:* **3.73** / 4.0
Specialization in **Software Engineering** and major in **Statistics**
Named on Deans List of Academic Excellence (Nov 2019, Sept 2020)

SKILLS

Languages: Python | Java | C | HTML/CSS | JavaScript (TypeScript, JSON) | Shell Scripting
Relevant technology and tools: Angular | React | Figma | Jira | GitHub / Git | SVN | Spring boot | Mongo DB | Neo4j
Concepts: Rest APIs | Agile methods (Scrum, Test Driven Development) | Version control | Maven

EXPERIENCE

Academic Representative   *Sept 2020 - Present*
AMACSS (The Association of Mathematical And Computer Science Students), Toronto, ON
- Holding regular weekly office hours for first years to ask for assistance in course material
- Organizing and conducting seminars prior to midterm and finals for first year courses
- Communicating with designated team to help provide effective teaching strategies

Camp counsellor   *June 2019 – Aug 2019*
YMCA, Toronto, ON
- Teach campers a range of outdoor activities and ensure recreation equipment is used effectively, secured and stored safely
- Take attendance alongside planning and overseeing camper activities throughout the days up till after care child pickup
- Ensure camper safety and monitor their activities and supervise during meal

PROJECTS

U-Impactify (Website, GitHub)   *Angular / MongoDB / Jira / Agile / Express / Node*
Sept 2020 – Dec 2020
- Worked alongside 7 group members following Agile Scrum over 4 sprints to develop an online learning platform specializing in education for the social purpose sector
- Facilitated daily scrum meetings alongside version-control tools such as Jira and Git while following the Agile development process throughout the project
- Various functionalities including creating courses, assessments, uploading lectures and files using Mongoose, Multer, and MongoDB, GridFS

Spotify API Clone (GitHub)   *Java / Spring Boot / MongoDB / Neo4j*
Sept 2020 – Dec 2020
- Worked in a group of 2 to implement a REST API in java Spring Boot using microservices to connect databases
- **Functionalities:** favouriting and unfavouriting a song, creating a playlist, following and un-following other users and querying songs from followers

Connect Four (GitHub)   *Java / Java Swing / Window builder*
Aug 2020 – October 2020
- Created an interactive GUI using Java Swing and WindowBuilder with player vs player and player vs AI compatibility
- Effectively implemented the minimax algorithm to mimic the various difficulties offered to users playing alone
- Performed Alpha-beta pruning to significantly increase the efficiency and speed allowing for easier gameplay

Mock Linux Shell (GitHub)   *Java / Agile*
June 2020 – August 2020
- Worked in a group of 3 to create a mock Linux shell that mimics the functionality of core bash commands alongside a mock filesystem
- Used the Scrum agile software design process to ensure the completion of the project with minimal complications
- Used various software design patterns to complete the project with an effective coding design open to future expandability
- Performed J-Unit testing to verify the efficiency and consistency of our code alongside edge cases