

Prashanth Apurv

ASPIRING SOFTWARE DEVELOPER · UNIVERSITY OF WATERLOO

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HTML · CSS · JavaScript · Python · C++ · C · Java · SQL · Racket · Lisp · Scheme

Flask · SQLAlchemy · Android Studio · Photoshop

Able to Work Independently with Minimal Supervision. Worked as a Remote Developer for a Company in Chile.

Lead a Group of Four in a Hackathon to Build an Android App that Helps the Injured.

Quick Learner: Became Fluent in JavaScript and Python within a Few Weeks of Working with it.

Education

University of Waterloo

Waterloo, ON

2A, CANDIDATE FOR B.C.S. IN COMPUTER SCIENCE

Fall 2016 - PRESENT

- University of Waterloo President's Scholarship of Distinction
- Faculty of Mathematics Scholarship
- Current Avg: 80.27%

Experience

University of Waterloo

Waterloo, ON

TEACHING ASSISTANT

Sept. 2017 - Exp. Dec. 2017

- Currently Working as a Teaching Assistant for MATH124 (Calculus and Vector Algebra for Kinesiology).
- Responsible for grading papers and assignments.

Ark Paradigm

Waterloo, ON

SOFTWARE ENGINEERING INTERN - REMOTE

May. 2017 - Aug. 2017

- Developed in most levels of a web application stack, from client to server side. Set up the back end using Python(Flask, SQLAlchemy) and used HTML,CSS and JavaScript(JQuery/Angular) for UI/UX.
- Performed automated testing for the projects that I wrote during that time using Unittest in Python.
- Built many web scrapers during the time using Python.

Projects

Pu Bot

Waterloo, ON

HTML, CSS, JAVASCRIPT(JQUERY), PYTHON(FLASK)

Sept. 2017

- Designed a chat bot to understand *Natural Language Processing* using TextBlob.
- Uses Flask for server calls to return the questions and the appropriate replies.

ImgToTxt

Waterloo, ON

ANDROID STUDIO

May 2017

- Built an app that uses the phone's camera to identify text and generates it on screen which can be saved to clipboard so that it can be used later on.

Flappy Birds Clone

Waterloo, ON

ANDROID STUDIO

Apr. 2017

- Designed a clone of the popular game Flappy Birds using *LibGDX* framework for Android and Desktop. Prioritizes the game screens using a *Stack*.
- Uses *Vectors* in its algorithms to manage gravity, velocity and thus, the movement of the bird.

Alertify - ArchHacks '16

Washington University in St. Louis

ANDROID STUDIO, JAVA

Nov. 2016

- Prototype for a 'Ready for Emergency' application. In case of an emergency, with the click of a button, the app sends an email to a hospital, a family doctor and an emergency contact with the patient's details and location, using the *Google Maps API*.
- Programmed on the *Back-End* in Android Studio and implemented *Database Querying* and its integration with the app. Designed an algorithm to determine the best hospital in the location at that moment.

PuBank - Bank Management Project

Muscat, Oman

C++

July 2016

- Created an app that uses the features of *Object Oriented Programming*. Saves information of clients on a PC so that it can be read and written on later using *Data File Handling*.
- Features *modulation*, *encapsulation* and *abstraction*. Creates its own UserID and Password for *data security*

Volunteering

Village 1 Residence Life Council

Waterloo, ON

EAST 6 REPRESENTATIVE

Fall 2016

- Represented the East 6 building in the hostel to voice the residents' concerns.
- Organized monthly events to promote team spirit.

Waterloo Hyperloop

Waterloo, ON

MARKETING TEAM

Fall 2016

- Designed posters to market the Waterloo SpaceX pod.