YASH SARDHARA

Computer Engineering Student

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EXPERIENCE

Undergraduate Teaching Assistant

UBC Department of Computer Science

September 2019 – Ongoing | The University of British Columbia

- Assisted students in course work during lectures for the introduction to computation in engineering course
- Monitored students during programming Labs and Examinations
- Evaluated student examinations

PROJECTS

TagAlong

UBC Software Engineering

September 2019 – November 2019 | The University of British Columbia

- Developed an android application to suggest potential carpooling matches to users going on the same journey
- Programmed front end user interface in Java using Android Studio
- Used Firebase Cloud Messaging to implement notifications, Google Navigation API and external Facebook authentication API
- Constructed class diagrams, sequence diagrams and use-case diagrams for the design of the application

Braille Printer

UBC Computer Engineering Design Studio

March 2019 | The University of British Columbia

- Designed a Raspberry Pi braille printer system that converts English text to braille and punches braille dots on to a paper
- Designed a web application to input text and connected it with the braille printing machine over internet
- Collaborated with a five teammates to design the braille printer
- Presented and demonstrated the project to colleagues and instructors to demonstrate the understanding and implementation of IoT.

EXTRACURRICULAR ACTIVITIES

Institute of Electrical and Electronics Engineers

UBC IEEE Student Branch

September 2018 – Ongoing | The University of British Columbia

- Represented UBC IEEE in organization of UBC Tech Career Fair 2019 & 2020
- Organized and participated in IEEEXtreme 2019 and 2020, a global 24 hour programming competition
- Organized and participated in Rogers-MobiledgeX hackathon; Explored applications for new technologies such as 5G internet network and edge computing

SailBot Design Team

UBC SailBot

February 2019 – June 2019 | The University of British Columbia

- Developed a C++ program to incorporate bathymetry data as heuristic for global path finding algorithm of the autonomous sailboat

EDUCATION

B.A.Sc | Computer Engineering

The University of British Columbia

September 2017 – May 2022

- Co-op: Available for 4-16 months starting May 2020

SKILLS

Programming Languages

Java | Python | C | C++ | R

Tools

Android Studio | IntelliJ | Pycharm | Microsoft Visual Studio | Microsoft Office | GitHub | GitBash

General

Git | UML | Debugging | LaTeX | Matlab | Microsoft AZURE | Raspberry Pi | Arduino | Microsoft Windows | Unix/Linux (Learning)

COURSEWORK

Computation

- Software Engineering
- Operating Systems
- Digital Systems Design
- Data Structures & Algorithms
- Artificial Intelligence
- Micro-controllers

Mathematics

- Multivariate Calculus
- Differential Equations
- Mathematical Proof
- Statistics
- Linear Algebra