Akash Adhikary

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Education

University of British Columbia Sep 2020 – May 2024

Combined Major in Computer Science and Business

- **Key Courses**: Software Engineering, Data Structures and Algorithms, Computer Systems
- **Academic Recognition:** Dean's Honour Roll (**3.83/4.00 GPA**)
- **Clubs & Societies:** UBC Biztech, UBC Hope Initiative Foundation

Technical Skills Summary

Languages: JavaScript/TypeScript, Java, C++, Python
Other Technical Skills: Git, React, Node.js, Next.js, Storybook, Pandas, NumPy, Swing, JUnit

Work Experience

Apply Digital May 2022 – Sep 2022

Software Engineer Intern *Vancouver, BC*

- Developed **10+** sections and custom **React** components for a Fortune 500 client using **atomic design** principles
- Presented new features and updates at a **client-facing demonstration** using **Storybook**
- Constructed **multiple algorithms** for **filtering, mapping, and cleaning** JSON data from the **Contentful API** to populate user-friendly front-end sections
- Assisted a coworker in the development of a key component, refactoring overly complicated code by **40%** and completing the ticket in **50% of the expected time**

Projects

Spotify Museum | *JavaScript, React, Next, Spotify API*

- Created a web application for users to interact with their Spotify data using **React, Next** and the **Spotify API**
- Followed **Spotify's Implicit Grant Flow** method to authenticate a user and used **React hooks** to store an access token in the localStorage object
- Leveraged **Axios** and the Spotify API to retrieve and display personalized data
- Implemented **Tailwind CSS** to create beautiful responsive design and **reduce build size**
- Deployed the project on **Vercel**, making it easily accessible and attracting **20+** users

Photo Editing Tool | *C++, gdb*

- Coded an application in **C++** to edit photos using **pixel manipulation**
- Utilized **stacks, queues**, and **priority queues** to flood fill various images using **BFS and DFS search**
- Constructed and rendered PNGs using **pixel pointers** and **2-D linked lists**
- Leveraged **binary trees** to flip and prune images with **tree traversals**

SudokuSolver | *Python, PyGame, NumPy*

- Developed a program to solve Sudoku puzzles using a **backtracking algorithm**
- Designed a **GUI** with **Pygame** to animate the backtracking solver, and allow users to actually play Sudoku
- Utilized **NumPy** in creating an algorithm to **quickly generate** random solveable Sudoku boards

MyFridge | *Java, JUnit, Swing*

- Created a **Java application** to digitally simulate a user's fridge using **object oriented design patterns**
- Built a **GUI** with **Swing**, allowing users to view various properties of their fridge
- Implemented a **data persistence system** to save and load data locally by converting fridge items into JSON data
- Discovered and fixed **30+ bugs** through interactive user demos

Volunteer Experience

UBC HOPE Initiative Foundation Sep 2020 – Present

Mentor *Vancouver, BC*

- Providing feedback on university applications to prospective UBC Computer Science students
- Explaining basic computer science concepts to curious high school students
- Selected as **1 of 3** panelists for the UBC HOPE Faculty Q+A event