Aayush Behl
Computer Engineering student

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Education

University of British Columbia   **Sept. 2019 – Apr. 2023**
Bachelor of Applied Science - Computer Engineering, GPA: 84.7%
Relevant Coursework: Software Construction I, Basic Algorithms and Data Structures, Intermediate Algorithm Design and Analysis, Computer Communications, Software Construction II
Co-op Availability: 4 months starting Sept. 2022

Technical Skills

- **Programming:** Java, C++, Python, JavaScript/HTML/CSS, PHP, React*, Gremlin*, SQL*
- **Tools/Services:** AWS (EC2, S3, Lambda, Neptune and more), Git, Linux*
- **Concepts:** OOP, Data Structures and Algorithms, Graph Databases, Web Development, Machine Learning
Currently Learning

Work Experience

Cloud Innovation Centre (CIC) Developer (8-month Co-op)   **Jan. 2022 – Present**
UBC Community Health and Wellbeing Cloud Innovation Centre powered by AWS
- Completed a 27-hour course on Amazon Web Services, learning about the various AWS features like EC2, S3, Lambda, API Gateway, and VPCs to name a few
- Modified an existing MySQL-based WordPress plugin that displays content in the form of connected nodes to use a graph database service called AWS Neptune instead of the WordPress relational database
- Created HTTP APIs to interact with the Neptune database instance using a combination of API Gateway and serverless AWS Lambda functions
- Formulated complex graph database queries in Gremlin to accomplish otherwise expensive tasks such as filtering nodes in a graph based on whether a user has viewed content from a specific node or not

Teaching Assistant   **Sept. 2021 – Dec. 2021**
University of British Columbia, Dept. of Computer Science
- Teaching assistant for a first-year introductory programming course taught in C

Projects

ML Game Recommender, University of British Columbia, Github   **Mar. 2021 – Apr. 2021**
Technology: Python, Node.js, Kotlin
- Led a team of four students in making an Android application that takes game cover art images as input, recognizes them as one of 350 PS4 games, and recommends similar games the user might enjoy
- Successfully trained the image recognition system using a combination of YOLO object detection and Google's Mobilenet model using only one image per class (before augmentation)
- Earned an A+ in both the project as well as the entire course

AVL Tree Simulator, Personal Project, Github   **Aug. 2021**
Technology: JavaScript, HTML, CSS
- Developed a web application simulator that demonstrates how the data structure AVL Binary Tree looks after inserting/deleting nodes
- Successfully implemented the functionality of an AVL tree using JavaScript (without pointers) instead of C++ (with pointers)
- Used HTML's canvas to display the tree structure on the browser

Online Portfolio, Personal Project, Github, Website   **Jun. 2020 – Jul. 2020**
Technology: JavaScript, HTML, CSS
- Created a fully responsive portfolio webpage using CSS tools like Flexbox and CSS Grid instead of floats