





AKASH BHATTHAL

Orinda, CA | akash_bhatthal@sfu.ca | abhatthal.com



Skills

 Front End	React, Redux, JS, HTML, CSS
 Back End	Node, Django, Flask, Spring Boot, Thymeleaf
 Data Science	Python, NumPy, Pandas, Hadoop, PySpark
 Database Systems	PostgreSQL, MS SQL Server, MySQL, SQLite

Education

SIMON FRASER UNIVERSITY

Bachelor of Science – BS, Computer Science
2017 – 2021 (Expected)

Experience

SOFTWARE ENGINEERING TA, CODE PLATOON

FEB 2021 – PRESENT

- Teach data structures, algorithms, and fundamentals of computer science
- Assist students with programming assignments and web development projects
- Build web applications using modern frameworks including Django and React

TELLER, BC CURRENCY EXCHANGE

JUL 2016 – AUG 2017

- Exchanged currencies and precious metals in a fast-paced environment
- Ensured the safe handling and transfer of sensitive customer data through overseas transactions
- Utilized financial domain knowledge in identifying transaction errors in real-time

Projects

THE GIVING TREE

A simple clicker game where you click on a tree to collect apples. Features a store where users can purchase characters and baskets to collect more apples. Built with Unity and C#.

KRAKEN

A sophisticated user-management, moderation, and logging application for the real-time messaging platform, Discord. It maintains and backs up logs of user infractions and enforces rules as specified by server administrators. Built with Python and Discord.py.

BOBBY'S BREAKOUT

An open-world adventure game created for a software engineering course. Focuses on SFU professor Bobby Chan trying to get home after a long day of work. Built with Node, Express, Konva, and Socket.io.