

# Abhay Vaidya

COMPUTER SCIENCE & SOFTWARE ENGINEERING STUDENT

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## Skills

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### Technical

#### PROGRAMMING LANGUAGES AND TOOLS

- Fluent in developing with **Python** (5 yrs), **Java** (4 yrs), **C** (2 yrs), **C++** (4 yrs), **HTML+CSS** (3 yrs), **JavaScript** (2 yrs), and **LaTeX** (2 yrs)
- Experienced in **Android development** (3 yrs) and **XML layout design**
- Highly proficient in industry-standard production software from 5+ years of self-learning
  - Full Adobe suite (**Photoshop**, **Illustrator**, **After Effects**, **Experience Design**, etc.), Maxon **Cinema 4D**
- Competent in version control tools, including **Git** (4 yrs) and **SVN** (2 yrs)
- Familiar with software development tools (**Slack**, **Trello**) and processes (**Agile**, **Waterfall**, **Scrum**)
- Experience with setting up and developing in virtualized **Docker** environments
- Strong background in **JUnit** and **unittest** testing frameworks
- Working knowledge of **SQL** and **SQLite** database systems
- Extensive knowledge of desktop **computer hardware** from 6+ years of building PCs

### Interpersonal

#### PEOPLE SKILLS

- Excellent **oral** and **written communication skills** from lecturing students and working closely with clients and peers
- Strong ability to **solve problems** under strict time and resource constraints from hackathon and coding competition experience
- Exceptional ability to contribute, listen, and adapt as a **team player** from group projects and hackathons

## Education

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### University of Toronto

Toronto, Ontario

HBSc, COMPUTER SCIENCE SPECIALIST IN SOFTWARE ENGINEERING CO-OP + MINOR IN STATISTICS

September 2016 - Present

- Third year, cGPA: **3.54/4.00**
- **Dean's List** for outstanding academic achievement

## Highlighted Projects

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### Oak

UofT Web Development Club

#### FRONT-END DEVELOPER

May 2017 - Present

- Surveyed student needs and wants to ultimately begin development as a team of five on a web-based tool for students to better plan schedules and access reviews for courses and professors at UofT
- Implemented **Test-Driven Development** (TDD) methodology to ensure simpler design of code and minimal degradation of existing features
- Integrated **React.js** framework for front-end development and developed **NPM** scripts for package management

### BettridgeBank

#### FULL-STACK ANDROID DEVELOPER

June - July 2017

- Utilized over four years of **Java** knowledge to develop **Android** banking application for administrators, tellers, and customers to manage accounts and users stored in **SQLite** database
- Implemented **Agile** software development techniques, such as **Scrum** and **Feature-Driven Development** (FDD) in a team of four to ensure maximum efficiency and productivity
- Devised over 85 test cases using **JUnit** for mission-critical functions and interfaces to ensure manipulation of user and account data was functional and secure
- Designed highly-custom layouts in **XML** for an optimal user experience

## DogGo

FRONT-END DEVELOPER

Hack the Valley

January 2017

- Examined use-cases for small food vendors on campus to build an order-taking **chatbot** for customers using **Microsoft Azure** and **Recast.ai** and an interactive web app for vendors to handle orders
- Winner of “Best Designed Hack” at Hack the Valley 2017

## Buddi

FULL-STACK ANDROID DEVELOPER

Toronto Animal Services

April - May 2016

- Worked closely with City of Toronto to evaluate current municipal issues and build a specialized mobile solution in a team of four while following **Agile** development methodologies
- Utilized **Android** and **Java** knowledge along with **network protocol** and **API** proficiency to build a pet and owner matchmaking app and accompanying web app designed to make the adoption process easier and help alleviate overburdened resources at Toronto Animal Services
- Constructed **Laravel-based REST API** that the Android application can interact with through CRUD (Create, Read, Update, Delete) operations

## Work Experience

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### Front-End Development Consultant

TAID

University of Toronto Scarborough

November 2017 - Present

- Work alongside computer science professor and upper-year student to engineer web-based staff and student management application
- Develop user flows, wireframes, mockups, and prototypes while providing advice on user-facing features

### Web, Graphic, & Motion Designer

FREELANCE

Toronto, Ontario

August 2013 - May 2015

- Analyzed client needs to produce quality web, graphic, and motion design projects on time for over 10 clients under strict deadlines and constant requirement changes
- Produced highly-detailed project proposals outlining every step of design and development process ensuring an excellent client-designer relationship
- Projects included websites, UI mockups, posters, business cards, and full brand identities

## Extracurricular Activities & Hobbies

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### Lecturer & Designer

COMPUTER SCIENCE ENRICHMENT CLUB - WEB DIVISION

University of Toronto Scarborough

April 2017 - Present

- Lecture over 50 students monthly about core web development topics, such as HTML, CSS, and responsive design
- Facilitate smaller group discussions about developing thoughtful user experiences with an emphasis on designing for the web
- Work closely with division leaders and other executive members to develop the club's websites and produce promotional material

### Head of Web & Media

TEAM ZEPHYROS, F1 IN SCHOOLS

Woburn Collegiate Institute

September 2015 - May 2016

- Collaborated in a self-organized team of six students with varying roles for a year-long international F1 in Schools engineering project to design and manufacture a miniature Formula One car
- Designed and created 20-page team portfolio, multiple sponsorship proposals, large-scale pit-displays, and 3D renders, while building/maintaining the team website
- Won 1st place in 2015 F1 in Schools Ontario Regional Championship, 2nd place in 2015 F1 in Schools National North American Finals, and the National Sponsorship and Marketing Award

### Hackathon Competitions

HOBBY

- Participated in several 36 to 48-hour hackathon competitions in teams of four to produce mobile and web solutions for issues in the financial, healthcare, and education sectors under limited time and resources