

Abhay Vaidya

COMPUTER SCIENCE & SOFTWARE ENGINEERING STUDENT

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Skills

Technical

PROGRAMMING LANGUAGES AND TOOLS

- Fluent in developing with **Python** (5 years), **Java** (3 years), **C** (2 years), **C++** (4 years), **HTML+CSS** (3 years), and **LaTeX** (2 years) from extracurricular projects and school assignments
- Experienced in **Android development** with knowledge of Android Studio and **XML layout design** from building several full-scale applications
- Highly proficient in industry-standard production software from 5+ years of self-learning
 - Full Adobe suite (**Photoshop**, **Illustrator**, **After Effects**, etc.), **Maxon Cinema 4D**
 - **UX** and **UI** prototyping with Adobe **Experience Design**
- Competent in version control and project management tools, including **Git**, **SVN**, **Slack**, and **Trello**, through collaborative projects
- Experience with setting up and developing in virtualized environments, including **Docker** containers
- Strong background in **JUnit** (Java) and **unittest** (Python) testing frameworks
- 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
- 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

University of Toronto

Toronto, Ontario

THIRD YEAR, HONOURS BSc, COMPUTER SCIENCE SPECIALIST IN SOFTWARE ENGINEERING CO-OP + MINOR IN STATISTICS

September 2016 - Present

- **Dean's List** for outstanding academic achievement
- cGPA: **3.58/4.00**
- Highlighted coursework:
 - CSCB07: Software Design
 - CSCB09: Software Tools and Systems Programming
 - CSCB36: Introduction to the Theory of Computation
 - CSCI01: Introduction to Software Engineering
 - CSCD27: Computer and Network Security

Highlighted Projects

Oak

UofT Web Development Club

FRONT-END DEVELOPER

May 2017 - Present

- Surveyed students and investigated complaints to ultimately begin development as a team of five on a web-based tool for students to better plan schedules and access to 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 three years of **Java** knowledge to develop **Android** banking application for administrators, tellers, and customers to manage accounts and users
- 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

Hack the Valley

FRONT-END DEVELOPER

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

Toronto Animal Services

FULL-STACK ANDROID DEVELOPER

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 some 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

Web, Graphic, & Motion Designer

Toronto, Ontario

FREELANCE

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
- Examined all requirements to produce highly-detailed project proposals outlining every step of the 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

Lecturer & Designer

University of Toronto Scarborough

COMPUTER SCIENCE ENRICHMENT CLUB - WEB DIVISION

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 main CSEC and division websites and produce promotional material, such as posters

Head of Web & Media

Woburn Collegiate Institute

TEAM ZEPHYROS, F1 IN SCHOOLS

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 a 20-page team portfolio, multiple sponsorship proposals, large-scale pit-displays, and 3D renders, all while building/managing the team website under strict time and resource constraints
- 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

The “Everydays” Project

HOBBY

January - August 2015

- Dedicated over two hours every day for over 160 consecutive days to create a new 3D render using Cinema 4D, Photoshop, and After Effects
- Created and maintained a YouTube channel and website dedicated to sharing my 2D and 3D projects

Hackathon Competitions

HOBBY

- Participated in several 36 to 48-hour hackathon competitions in teams of four to produce mobile and web solutions with limited time and resources for issues in the financial, healthcare, and education sectors
- Past hackathons include:
 - Scotiabank Hack-it
 - Hack the Valley (Best Designed Hack)
 - Bully Hackathon (1st place)
 - UofTHacks IV
 - MHacks 8