

Adarsha Kanel

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GitHub repository: <https://github.com/adarshakanel>

Portfolio website: <https://adarshakanel.github.io/website/>

EDUCATION

Bachelor of Science - Computer Science at University of Calgary, Calgary, Alberta

- Expected Graduation (2022)
- Cumulative GPA: 3.418

SKILLS

Proficient in

- C++, Java, Python, Unity, A-frame, HTML, SQL, PHP, Haskell, Prolog, Assembly.

Other Skills

- Git and LaTeX.
- Ability to communicate in three different languages Nepali, Hindi, and English.
- Operating System: Proficient in Unix/Linux, Microsoft, Android, iOS.

WORK EXPERIENCE

Position: Host, Red Lobster, Calgary, AB (02/2016 to 02/2021)

- Greet and seat customer by bringing them to their assigned table and if needed communicate delays and subsequently offer additional services such as beverages to keep them occupied while waiting.
- Present menus, create personal dining experience, answer questions, and offer information on menu items, beverages, and specials.
- Accept and organize reservations, and prioritize reservations to accommodate customers.
- Appeasing guest requests or complaints and in need be escalating major complaints to manager.

PROJECTS

National Health Registry (February 2021 – April 2021)

- Developing a national health registry database, mobile and web app using React, SQL, and Java.
- Current health registries are complex and fragmented, my teams' goal is to design a simple health registry that is readily available across the country, and easily accessible across numerous devices.
- Following the Agile software development model.

Self-checkout Machine software (March 2021- April 2021)

- Develop the software of a self-checkout machine, similar to ones used in Co-op, using Java and Swing.
- Work with a group of people over multiple iterations to take the given hardware and make the appropriate self-checkout machine.
- Make junit tests for each feature to ensure the code was functional.
- Following the Agile software development model.

ARGami (March 2021- April 2021)

- Developing an AR app to help users make origami, using Unity.
- More features, models to be added later.
- Following the Agile software development model.

Build Algorithm Visualizer (March 2021- Ongoing)

- Develop a Visualizer for different sorting algorithms, using React,CSS, JS and HTML.
- Merge sort has been implemented, more features will be added in the future.