

Adarsha Kanel

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

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

EDUCATION

University of Calgary, Calgary, Alberta

Fall 2018 - April 2022

- Bachelors of Science in Computer Science.
- Cumulative GPA: 3.418

SKILLS

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- **Software** (proficient): C++, Java, Python, Unity, A-frame, HTML, CSS, SQL, PHP, Haskell, Prolog, and Assembly.
 - **Operating System** (proficient): Unix/Linux, Microsoft, Android, iOS.

EMPLOYMENT

Position: Host, Red Lobster, Calgary, AB

Feb 2016 - Feb 2021

- Supervised and coordinated dining room activities and directed staff to provide fast and courteous customer service.
- Greeted guests and escorted them to table or waiting area.
- Communicated with kitchen staff, management, serving staff, and customers to ensure dining details were handled properly and guest concerns promptly addressed.

PROJECTS

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- Built a Pokemon card game using Java and JavaFX with allowed multiplayer and matches against AI.
 - Built a web-page using HTML,JS,PHP and SQL, for both desktop and mobile that allows patient to view their medical information, and lets the doctor access each patients medical information and also change them in real time.
 - Built a best-fit dynamic partition memory allocation simulator in C++ that simulates some of the functionality performed by malloc() and free() in the standard C library. This simulator supports variable page sizes, request sizes can simulate 1,000,000 in seconds.
 - Built a CPU round robin scheduler in C+ that can handle variable process, time slices, and burst sizes.
 - Built a self-checkout machine simulator in a team of 15 people. This project utilized Java for the software, JUnit to test the code and find bugs and Swing for the GUI.
 - Built a prototype AR origami maker using Unity, that allows user to scan their origami paper and in real time be given instructions on how to complete the available origami models.
 - Built a Sorting Algorithm Visualize, using HTML, CSS and JS, that allows the user to see how different sorting methods work.
 - Built an HTTP client program, using Java, that downloads a web object specified by its url.
 - Built a multi-threaded web server, using Java, that serves web objects to HTTP clients over the internet using TCP connection.
 - Built a pipeline UDP-based program, using Java, for reliable file transfer based on Go-Back-N protocol.