ajaymistry

Honours Computer Science Candidate | University of Waterloo

contact

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languages

C#
C
Python
Java
HTML5 & CSS3
JavaScript (node.js)
ASP HTML
SQL
R
Scheme

tools

Visual Studio 2015
Microsoft SharePoint
.NET 4.6.1
Team Foundation
Server 2015
Windows Powershell
SQL Server 2014
Microsoft InfoPath
Telerik Fiddler

summary of qualifications

- Skilled with functional and imperative programming in C, Python, and Scheme
- Growing knowledge of object-oriented programming in C#, Java, and Python
- Proficient with HTML5, CSS3, and JavaScript web development in the ASP.NET framework
- Familiar with the Software Development Life Cycle
- Focused and diligent individual with strong leadership skills capable of completing the required tasks in a professional work environment

experience

05-08, 2016 — **Junior Programmer Analyst, Meridian Credit Union** — Toronto
Web application and SharePoint development
- Assisted in the development and deployment of a capacity planning web application using the .NET Framework and C# 6.0
- Developed a dynamic form application in Microsoft InfoPath for a Microsoft SharePoint site linked to a SQL database to streamline reception sign-in processes
- Configured, developed, and deployed custom ASP.NET client-side solutions in Microsoft SharePoint Designer, SQL Server Management Studio 2014 and Windows Powershell
- Developed a custom SharePoint 2013 knowledge base with indexed keywords, tags, and social sharing for frequently asked questions

projects

2016 — **Personal Website**
Website with a minimal and responsive UI
- Constructed using HTML5, CSS3, JavaScript, and JQuery in the Bootstrap 3.3.7 framework

2015 — **Guess Who? Game**
Riddle-based Java Applet
- Java Applet providing the user with riddles with the goal of the user to guess the object on screen
- Implemented 2D Arrays, I/O, and a smooth GUI to enhance the overall gaming experience

education

09, 2015 - — **Candidate for Bachelor of Computer Science** — University of Waterloo
Growing skill of functional, iterative, and object-oriented programming
- Data structures, algorithm design, recursion, trees, graphs, lexicon, functional abstraction, ADTs, modularization, efficiency
- Classes, iteration, mutation, data abstraction, I/O, dictionaries