

Aikamdeep Malhotra

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Education

Bachelor's in Software Engineering (3rd year)

University of Western Ontario, London ON

September 2019-Present

- Dean's Honor List (**GPA: 3.7/4.0**)
- **Relevant Courses:** Software Design, Database Management Systems, Algorithms & Data Structures, Software Requirements & Analysis, Networking: Principles/Protocols/Architecture, Software Project & Process Management, Scripting Language Fundamentals & Business Analysis for Engineers

Work Experience

Application Developer Internship

Equestrian Show Manager, Remote

May 2021-September 2021

- Worked with an experienced team to develop **Full-Stack** features for company's show management software using **Scrum Project Management**
- Addressed regular production bugs and improvements in existing **Ruby** application using **Jira Software** to prioritize requirements and utilizing **CI/CD** pipelines to rapidly iterate
- Used Rails Internationalization (**I18n**) library for interpolation and creating custom localizations to build application in English and French; increased customer satisfaction by over **60%**

Manager on Duty

Loblaw Companies Ltd, London ON

April 2019-September 2020

- Maintained excellent customer relations by ensuring the provision of efficient and friendly service at all times
- Managed and lead on average **50 employees** to work as a team and strive towards company goals
- Handled customer emergencies and complaints in the absence of store managers

Skills

- Languages: **Java, Ruby, JavaScript, Python, C++ & C#**
- Modern Web Frameworks & Libraries: **Ruby on Rails, React, Django, jQuery & AngularJS**
- Databases: **PostgreSQL, MySQL & MongoDB**
- Software Version Control System: **Git**
- Strong Knowledge & Command of **Object-Oriented Methodologies, Software Design Patterns & UML**
- **D.E.L.F. B2** Certificate in French

Projects

Personal Website

May 2021-June 2021

- Utilized **React Scroll, React Router, React PDF**, and other libraries to enhance the overall design of the website to achieve superior consistency across multiple platforms
- Reused various UI components to ensure codebase is simpler and development is faster
- Conducted **A/B testing** to identify bugs & UI improvements
- Languages/Tools: **JavaScript, React, NPM & JSX**

Unity Project

January 2021-April 2021

- Created a list of design constraints/objectives with team and designed a prototype to meet project requirements
- Created various functions for simulation components, movement systems and **PhysX** integration tasks
- Used **Unity Animator** to design and implement custom animations for various character movements
- Languages/Tools: **Unity, C# & External Libraries (DLLs)**