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, ¡Query & 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

- Designed and developed a responsive website with cross-browser and mobile compatibility
- Implemented **React Router** on 5+ routes for rendering desired components without reloading page
- 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)