Ambrose Hundal

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Computer Science student looking for full-time internships in software engineering.

Education

University of California, Santa Cruz
Bachelors of Science in Computer Science **September 2015 - June 2019**

Skills

Languages

- Proficient **-** C++, JavaScript, Java, HTML5
- Intermediate - C, PHP, Assembly

Frameworks - Express.js, Truffle.js, Pixi.js, Django, Bootstrap

Technologies - Node.js**,** Linux, Git, API integration, SQL, MongoDB, Jira

Communication skills - attention to detail, organized, problem solver, teamwork, self-starter, trilingual (English, Punjabi, and Hindi)

Experience

Web Development Assistant - UCO/Lick Observatory (www.ucolick.org) **July 2017 - Present**

- Developed, maintained and updated webpages on the UCO/Lick website using HTML5/CSS and PHP.
- Changed file permissions, group ownerships, file access on the unix1 server repository using Linux command-line interface.
- Updated the observatory website with upcoming astronomical events using live server access.

Software QA Intern - Radar Technologies Inc, Cupertino, CA (www.MyRadarApp.com) **June 2016 - September 2016**

- Logged and reported bugs in Jira, and ran sanity, black box and regression testing.
- Actively communicated with developers, project manager and improved testing coverage by over 90%.
- Created and executed automated software test plans, cases and scripts to identify and document software problems.

Coursework

Data Abstraction and Problem Solving

- Developed and designed programs using abstract data types with data structures including hash, binary trees, stack in C++.

Embedded Systems

- Designed and wrote algorithms for embedded system projects and machine prototypes in C.

Data Structures and Algorithms

- Implemented recursion, sorting algorithms, linked lists and list , stacks, hash tables, binary trees and binary search trees in Java and C.

Computer Systems and Assembly Language

- Developed programs including Vignere cipher encryption using digital logic, number systems, data structures, basics of system software and computer architecture in Assembly language.

Projects

Tic-Tac-Toe game(CryptoHeroes Hackathon 2018)

- Developed a Tic-Tac-Toe game upon the Ethereum blockchain written in Solidity using Truffle framework and Node.js environment.

SnapSecure(UCSC Hackathon 2018)

- Implemented a gif-maker function using JavaScript/HTML5/CSS and Django server to create a web application that allows users to share images/videos in different gif pieces simultaneously to avoid potential screenshot threats.

Fortress Database

- Developed and designed a player database of over 70 Fortress game players with different attributes using binary trees, linked lists, and hash table in C++.

Recipe-book

- Built a Node.js application to record cooking recipes with ingredients and instructions with MongoDB and Express.js.

Movie-finder-application

- Created a movie search application in JavaScript/jQuery that fetches over 5000 movies data from the Movie Database API with Axiom library.