Ambrose Hundal

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Passionate computer science student who has knowledge and experience in building full stack applications

Education

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

Skills

Languages - C++, C, JavaScript, Ruby, Java, Solidity, Python
Frameworks - Rails, Vue.js, Express.js, Truffle.js, Django, Pixi.js,, Bootstrap
Technologies - Node.js, MongoDB, Linux, Git, APIs, SQL, Jira
IDE - Xcode, Visual Studio, Eclipse, IntelliJ
Operating Systems - Windows, Mac, Linux

Experience

Software Engineering Intern - Bettermanager (https://www.bettermanager.us/)   **June 2018 - Present**
- Developed the controller and view section of the coaching portal dashboard for over 1500 coaching clients using Ruby on Rails.
- Designed user-interface pages using Twitter Bootstrap, custom CSS, JavaScript/JQuery, and JQuery UI.
- Added code logic to prevent processing duplicate search results and migrated MySQL databases to keep updated data feeds.

Web Developer - UC Observatories/Lick Observatory (www.ucolick.org)   **July 2017 - Present**
- Created, maintained and updated webpages on the UCO/Lick website using JavaScript, 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.

Projects

Bodyfeed
- Developed and designed a full stack application to organize and manage grocery lists, and fetch local food markets and supermarkets location and Meetup events using the Google Maps API and the Meetup API respectively..

SnapSecure(UCSC Hackathon)
- Implemented a gif-maker function for snapchat images and videos using JavaScript and HTML and wrote server code in Django framework in Python.

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

Tic-Tac-Toe game(CryptoHeroes Hackathon)
- Developed a decentralized application for a Tic-Tac-Toe game upon the Ethereum blockchain written in Solidity using Truffle framework and Node.js environment.

BattleBoats (C)
- Wrote the battlefield and protocol library to connect the human player agent to the artificial intelligent agent in Battle field game on a PIC32X micro-controller hardware.

Coursework

Abstract Datatypes and Problem Solving	**Advanced Programming C++**
Embedded Systems (C)	**Ethereum Solidity Development**
Data Structures and Algorithms	**Computer Systems and Assembly Language**
Node.js and MongoDB Udemy	