

Ambrose Hundal

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

Experience

Roku - Build and Release Engineer Intern

June 2019 - Present

- Created a build fix tool for over 200 developers to improve auditing and tracking of release branches for thirty embedded devices.
- Used Docker to deploy full stack application in Python (Django) and used MySQL database on AWS to store all tables information.
- Implemented an intuitive user interface using Vue.js to increase developer productivity to check in code for build errors.

UC Santa Cruz Chemical Screening Center - Bioinformatics Software Engineer

January 2019 - June 2019

- Developed a full-stack application using Node.js and MySQL for examining test samples from research labs.
- Designed the model architecture and relationships to save and retrieve information for over 5000 chemical compounds.
- Created five different data scraping scripts in Python to extract specific scientific data to insert into database and to automate updating the database with new lab results.

BetterManager (<https://www.bettermanager.us/>) - Fullstack Software Engineering Intern

June 2018 - December 2018

- Developed the controller and view section of a 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.

UC Observatories/Lick Observatory (www.ucolick.org) - Web Developer

July 2017 - January 2019

- 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.

Education

University of California, Santa Cruz

Bachelors of Science in Computer Science

September 2015 - June 2020

Projects

Bodyfeed

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

Domespace (Cruz hacks 2019)

- Developed a full-stack application for users to rent and use sports facilities using Ruby on Rails, JavaScript and Google Maps API.

BattleBoats (C)

- Wrote code for the battlefield library for the human player agent in Battle field game on a PIC32X micro-controller hardware.

Movie-finder-application

- Created a movie search application in JavaScript and jQuery to fetch over 5000 movies from the Movie Database API with Axiom library.

SnapSecure(UCSC Hackathon 2017)

- Implemented a gif-maker functionality for snapchat images and videos using JavaScript and HTML and wrote server code in Django framework in Python.

Skills

Languages - Python, C++ (Productive) JavaScript, Java (Experienced)

Frameworks - Vue.js, Django, Ruby on Rails

Cloud Technologies - Amazon Web Services (AWS), Microsoft Azure

Tools - Node.js, Linux, Git, Docker, Jira

Databases - MySQL, MongoDB, PostgreSQL

Coursework

Abstract Datatypes and Problem Solving

Embedded Systems (C)

Data Structures and Algorithms

Advanced Programming C++

Database Management

Computer Systems and Assembly Language