Anant Ojha

BSc. Computer Science

Self-driven and motivated Software Development Engineer. Demonstrated ability in implementing, testing and presenting software functionalities. Solid understanding of Object-Oriented Design Principles, Product Development Life Cycle and Version Control.

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EDUCATION

Computer Science: Software Engineering Stream
Carleton University

Graduating in June of 2022

Courses

- Data Structures & Algorithms
- Programming Paradigms
- Software Economy and Project Management
- Operating Systems
- Neural Networks
- Object-Oriented Software Engineering

WORK EXPERIENCE

Developer, Cloud Engineering
Bell Canada

06/2022 - Present   *Ottawa, Ontario*

Achievements/Tasks

- Member of Automated Network & Security Infrastructure Team (ANSI)
- Automation platform for onboarding, configuration, upgrade and monitoring of Management Switches and Routers in Bell DCs
- Decoupled legacy software into individual modular components to minimize redundancy and overall complexity of existing code base

Teaching Assistant (TA)
Carleton University

01/2022 - 04/2022   *Ottawa, Onatrio*

Tasks:

- Course: COMP3004 - Object-Oriented Software Engineering (3rd year)
- Held weekly office hours and created tutorials videos & sample code ↗
- Graded assignments, tests and term projects with individual feedback
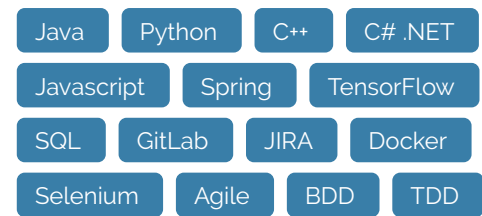
QA Automation Engineer - Intern
Finastra

09/2020 - 08/2021   *Toronto, Ontario*

Job Summary:

- Tested web applications for Government of Canada's Integrated Student Loans System. (Two million plus active user accounts) ↗
- Validated functionality of backend APIs with Postman. Wrote automation tests with Selenium Framework (UI, Integration, E2E and Regression)
- Created Grafana dashboard to monitor automation test results. Service hook integration with Azure DevOp to update charts after deployments

SKILLS

Java   Python   C++   C# .NET
Javascript   Spring   TensorFlow
SQL   GitLab   JIRA   Docker
Selenium   Agile   BDD   TDD

PERSONAL PROJECTS

JobArc System (Java, SQL) ↗

- Honours Project: Online Job Board System
- Application Stack consisting of Android UI + Spring REST Api + MySQL Database, localhost connection

Tile-Rummy Multiplayer Game (Java) ↗

- Multiplayer Rummikub board game developed using TDD principles. Networked via. TCP (sockets)
- Model-based testing using UML activity diagrams. Wrote Parameterized JUnit & Cucumber Tests

Elevator System Simulator (Java) ↗

- Distributed Elevator System built with Java threads. Implemented thread synchronization & scheduling
- UDP inter-process socket communication between Floor, Scheduler and Elevator Subsystems.

Android YouTube Player (Java) ↗

- Android app with embedded YouTube player. Search & watch YouTube videos (Google APIs)

AI Smile Detector (Python) ↗

- Real-Time Smile Detection of video feed using Convolution Neural Networks (Keras, opencv)
- CNN model trained with over 20,000 images

SCAPES COMPILER (C++, Qt Framework) ↗

- A low-level programming language (SCAPES), similar to x86 Assembly Code
- Implemented small-scale compiler for compiling and executing programs written in SCAPES syntax

CERTIFICATES

Amazon Web Services Cloud Practitioner
AWS Online Training and Certification

WORK EXPERIENCE

Information Technology Analyst - Intern
Manulife Financial

05/2020 - 08/2020   *Toronto, Ontario*

Job Summary:

- Supported senior engineers with ongoing IT development projects
- Assisted in maintaining user and system requirements documentation
- Participated in development of RESTful Microservices. Worked with ReactJs, Spring Boot, Docker Containers, and Windows SQL Servers.
- Extended Functionality of Internal Websites used by IT Department

LANGUAGES

English
Native or Bilingual Proficiency

INTERESTS

Cars   Basketball   Photography

Documentaries   Coffee   Travelling