

Angad Kalra

Vancouver, BC

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angadkalra.com

github.com/angadkalra

Education

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| • University of British Columbia - Faculty of Science, 4 th Year
Combined Major: Mathematics and Computer Science | September 2012 – May 2018 |
| • Python for Data Science – edX | January 2017 |
| • Machine Learning – Coursera | June 2016 – September 2016 |
| • Data Science Essentials – edX Microsoft | August 2016 – September 2016 |

Technical Experience

Vision Critical Communications Inc. – Vancouver, BC	January 2016 – August 2016
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Software Development Intern

- In the first four months, responsibilities were fixing defects, writing integration tests, improving test coverage in deployment pipeline and learning new technologies simultaneously. New technologies included ASP.NET MVC, C# and Visual Studio.
- In the last four months, fixing defects and writing tests continued. Additionally, developed in HTML5 and various JavaScript frameworks (Grunt, jQuery, Jasmine) to replace outdated Flash technology that existed in product.

Safe Software – Surrey, BC

January 2015 – April 2015

QA Analyst

- Primarily responsible for identifying potential improvements in their current automated testing system and designing new tests to expand their test coverage.
- Developed in Python 2.7 and interacted with multiple APIs such as GitHub and Amazon AWS.

UBC Computer Science Department

September 2014 - Present

Undergraduate Teaching Assistant

- Running tutorials for students, marking assignments and labs, and assisting the professors during lecture.

Recent Projects

Code The Change UBC

- Code The Change UBC is a community of engineering students using their technical skills to drive social change. Bridging The Gap is a UBC Mental Health Initiative Club that we created a website for, using AngularJS, in order to provide solutions for students on campus.
- Verna J. Kirkness STEM Education Program is a local charity that we are building a database & web app for. Currently in the design/information gathering stage and we will be using Python and Django for the web app, and MySQL for the database.

NBA League Database

- Built a database and user interface (web app) using NodeJS, MySQL, HTML and CSS. Allowed users to login as Coach, Manager, Admin or General and view player and team info, as well as edit, create and delete entries. Additionally, users could run complex SQL queries on players and teams for more detailed stats.

Technical Skills

- Strong foundation in Data Structures and Algorithms, Discrete Mathematics, and Machine Learning.
- Fundamentals of web development using various JavaScript frameworks, HTML and CSS.
- Fundamentals of MATLAB for Machine Learning. Currently learning Python 3 for Machine Learning.
- Fundamentals of Python 3.