Anmol Shah


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Education

University of Waterloo 2015-2019

Bachelors of Computer Science

- Relevant Courses: Artificial Intelligence, Algorithms, Operating Systems, Numerical Computation

Skills

Languages: Python, C, C++, Java, HTML, CSS, JavaScript, SQL

Technologies: Django, Firebase, Git, Android Studio, Express, NodeJS, Heroku, MongoDB

Experience

Sales Associate | Levi Strauss Halton Hills, ON June 2018 – June 2019

- Responsible for filling and organizing stock to ensure merchandise was readily available for customers
- Aided hundreds of customers daily with clothing selection by recommending styles and current trends
- Aided customers with purchase, returns and exchanges while providing information on store policies

Side Projects

Lesson Learned | *Django, Firebase, Java, Python*

- Developed and deployed an Android application to the Google Play Store where students and tutors can get in touch with each other for school courses
- Dynamically populated tutor profiles and postings along with course listing using asynchronous REST calls
- Designed fluid user interface to ensure students and tutors can search and create postings with ease
- Leveraged Firebase authentication API to facilitate new user registration

YelpCamp | *NodeJS, Express, MongoDB*

- Developed a Yelp-like website for campgrounds using RESTful routing
- **Authenticated** registration using **Passport** library. Authenticated users can create, delete, edit, and comment on campground postings
- Leveraged Passport library to authenticate new users enabling them to create and edit comments on campground postings
- Designed and implemented a MongoDB infrastructure to hold and store campground posts, users, and comments for editing/deleting purposes

Sudoku Solver | *Python*

- Using artificial intelligence techniques created a Sudoku solver that finds solutions using **backtracking search**, **forward checking**, and **least-constraining-value** constraints.

CC3k Dungeon Crawler | *C++*

- Used a **double dispatch** mechanism to change behaviour of combat between player and enemy objects
- Map creation and character enhancements were implemented through factory methods and decorator **design patterns**