

# 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**