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Education

M.Eng. Computer Science (Ongoing) · September 2015 - July 2019

Completed Year 1, 2, and 3 with a 2:1

University of Bristol - Bristol, United Kingdom

Skills

Proficient: JavaScript, Java, C/C++, Python, Haskell, HTML & CSS (Sass), SQL, Git

Familiar: R, Julia, Swift, C#, Ruby, MongoDB, MATLAB

M101JS: MongoDB for Node.js developers

MongoDB University
Introduction to R

Microsoft · edX

SDKs and Frameworks: React, Tensorflow, Android, Jasmine, Enzyme, Polymer

Experience

Amazon · June 2018 - September 2018 Software Development Engineer Internship

Teaching Assistant · January 2018 - April 2018

Assisted with lab sessions of the Database and Cloud Concepts unit at the University of Bristol.

Additional Certifications

Deep Learning Specialization

deeplearning.ai · Coursera

Associate Android Developer

Google Developers Certification

Machine Learning

Stanford University · Coursera

Projects

Disparity · Team of 6

- Developed a multiplayer Augmented Reality game as part of the Games Project
- Using Unity game engine and C# for the game mechanics and Vuforia for AR
- Implemented user flow and networking through the game and set up shaders and materials. Also performed investigation into performance optimisations that resulted in a significant boost in speed.

Kukatune · Team of 6

- Awarded 80% after scaling for relative contribution within the team
- A music request web app developed for a client as part of the Software Engineering Project
- Used React, Redux, Webpack, GraphQL, and ExpressJS
- Social media aspects like a feed and location based event recommendation
- Responsible for front end design and animations and implementing offline functionality using Service Worker

React Layout Transition

- An open source library for simplifying layout transitions in React
- Created the library to improve the developer experience around animations on the web
- Uses TypeScript for static type checking and Jasmine and Enzyme for testing
- Github Stars: 46

Recycling Android App · Team of 5

- Won the prize for Best Environmental Impact in the 24 hr. Hackathon by Boeing and Computer Science Society Bristol held in February 2017
- Android app that gives users information on how to recycle items by scanning their barcode and using current location for local council recycling rules
- Responsible for implementing the views of the app and handling data flow between app and server

Awards

Elton House Award · June 2018

The Elton House Award is given by the Manor Hall Association annually to an individual who has made an outstanding contribution to Manor Hall over the last year.

Involvements

Manor Hall JCR Committee · May 2016 - April 2018

Serving as President (2017/18) of a committee of 15 memebers that handles the social and recreational activities of around 380 undergraduate residents of Manor Hall of University of Bristol.

Previously served as an International Representative with the special duty towards international students.

DigiMakers Bristol · October 2015 - June 2017

Conducted workshops for children aged 7 – 17 where they were given an introduction to creating websites using HTML and CSS with the help of Bootstrap

Volunteer at Anant Vikas - Mind Genius Trust Initiative · June 2013 - January 2014

Student volunteer at Anant Vikas who along with United Nation Volunteers addresses challenges of extreme poverty and rural development in India