PRATIK CHOUDHARY

✉ p2choudh@edu.uwaterloo.ca 🌐 http://choudharyp1.github.io/ 📞 5197295330 in /choudharyp ⧉ choudharyp1

EMPLOYMENT

Peraso Technologies, Waterloo   Jan. 2019 - Apr. 2019
Embedded DevOps

- Created Python RESTful API, IPXE files, and Preseed files for Windows and Linux Operating System to automate deployments on embedded systems through LAN
- Created Python, batch and bash scripts and called them on Windows Task Scheduler to perform Virtual Machine operations on system reboots. Used VBOXMANAGE commands to perform these operations within the scripts
- Created detailed documentation for configuring AMT, BIOS, IPXE external drives, and disk partitions for standard Dell and Lenovo computers used in the company

AlertDriving Inc., North York   May 2018 - Aug. 2018
Software Engineer

- Built an Automated Reporting System for maintaining employee timesheets on top of a PHP open-source time tracking software, Anuko
- Created and documented a new procedure for updating language translations for more than 50 languages, replacing a manual system to an automated system
- Built and documented a test-driven Automated Purge and Pseudonymisation PHP API in compliance with the GDPR policy, performing purging and scrambling operations on sensitive user data in PostgreSQL database
- Presented demonstrations for employees on Anuko and GDPR systems to explain their functionalities and usage

Optimity, Toronto   Sept. 2017 - Dec. 2017
QA Engineer

- Implemented Continuous Integration by creating and configuring a Jenkins server to pull code from GitHub, create builds, run automated tests and deploy it to the development server
- Wrote automated tests in node using the mocha testing framework and the chai assertion library
- Created Test Documentations for the application on multiple platforms, including iOS, Android, and web browsers, to be used to perform and document manual tests cases and results
- Plan, conduct and monitor testing and inspection of materials and product to ensure finished product quality

Rave, Kitchener   Jan. 2017 - Apr. 2017
Backend Developer

- Created Scala RESTful API endpoints to add features to the Rave app while keeping it compatible to both iOS and Android clients
- Built a notification system that sends invites to users whenever a certain number of friends are using the app. It helped increase the number of users using the app at a given time
- Implemented and integrated a Redis Caching Library with circuit-breaker in order to significantly improve the response time performance of the endpoints

SKILLS

PROGRAMMING LANGUAGES

C/C++
Python
Java
PHP
SQL
Scala
Clojure
HTML/CSS
JavaScript
Bash
Batch

FRAMEWORKS AND TOOLS

RESTful API
Git
Google Cloud Platform
Amazon Web Services
Kubernetes
UNIX Terminal
Windows Command Prompt
Apache
Android

EDUCATION

University of Waterloo   Sept. 2015 - Current
B.C.S. Computer Science 2020

PROJECTS

Gumoku | Python Flask

- Implemented a MVC system which allows users to play against a Gomoku AI coded in C
- Briefly deployed onto the CS Club servers in the University of Waterloo
- Check out the code at https://bit.ly/2JuwC4b

Bomber Man | Java

- Implemented a version of the Bomber Man game, using Greenfoot Java IDE
- Check out the code at https://bit.ly/2ElWqvf

JSketch | Java

- Implementation of the Paint Application in Java
- Created an UI that allows users to draw and paint shapes, store and load the images onto the filesystem
- Check out the code at https://bit.ly/2VC8wpJ

Brick Breaker | C++

- Implemented a XWindows version of the Brick Breaker game.
- Game maintains 60 frames per second.
- Check out code at https://bit.ly/2WSGeIR

AWARDS

President's Scholarship, *University of Waterloo*   June 2015
Received $2000 scholarship