

# PRATIK CHOUDHARY

## 3B COMPUTER SCIENCE

## Employment

### AlertDriving Inc. Software Engineer

North York  
May 2018 to Aug. 2018

- Implemented an Automated reporting system that generates a weekly report of the total number of hours contributed by each employee on each project during the course of a week, writes it into an excel file and emails the file to the team manager. The system is built on top of the open-sourced Anuko Time Tracking System
- Built a test-driven Automated Purge and Pseudonymise System, implemented in compliance with the GDPR policy. The system will schedule and perform purge (hard-delete) or/and pseudonymisation processes of data from the Database according to the size of data in relation to the requested user or account or company ID given to the system
- Created documentations and presented software demos to train the employees with the new software and projects that were created, including the Anuko reporting system and the GDPR compliance system
- Primarily worked with PHP and MySQL

### Optimity QA Engineer

Toronto  
Sept. 2017 to Dec. 2017

- 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 for node
- 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 (Formerly known as WeMesh) Software Developer - Backend Team

Kitchener  
Jan. 2017 to Apr. 2017

- Created sophisticated API endpoints to add features to the Rave app while keeping it compatible to both iOS and Android clients
- Built a notification system that sent invites to users whenever a certain number of friends were currently 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
- Primarily worked with Scala, Clojure, Datastore, Redis and Kubernetes

## Projects

### Gumoku | Python Flask

- Implemented a MVC system which allows users to play against a Gomoku AI coded in C
- Initially deployed onto the CS Club servers in the University of Waterloo, now migrated to AWS
- Check out the code at <https://goo.gl/X1oyvO>

### Bomber Man | Java

- Implemented a similar version to the iconic game, Bomber Man, using the Greenfoot Java IDE
- Check out the code at <https://goo.gl/2rb6Ul>

### Computer Hangman | Java

- Created an intensive word search algorithm that finds any arbitrary word from a file, while following the rules of Hangman
- Check out the code at <https://goo.gl/ahT9vK>

## Awards

### University of Waterloo · President's Scholarship

June 2015

Received \$2000 scholarship

### International School Manila · Computer Science Award

May 2015

Awarded to the student who consistently displays outstanding performance throughout the year

### International School Manila · Exemplary Student Award

May 2015

Awarded to the student who had demonstrated hard work and persistence throughout the year

## Contact

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## Education

### University of Waterloo

B.C.S. Computer Science 2020

### Stanford University, Coursera

Machine Learning 2016

Final Grade: 95.7%

## Skills

### PROGRAMMING LANGUAGES

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

### FRAMEWORKS AND TOOLS

Flask  
Laravel  
Git  
Google Cloud Platform  
Redis  
Datastore  
Kubernetes  
UNIX Terminal  
Windows Command Prompt  
Mocha  
Bootstrap  
jQuery