PRATIK CHOUDHARY
3B COMPUTER SCIENCE

Employment

AlertDriving Inc.
North York
Software Engineer
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
Toronto
QA Engineer
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)
Kitchener
Software Developer - Backend Team
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

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

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