

Deep Parmar

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SKILLS

Languages: Python, JavaScript, C/C++, Dart, Bash, HTML/CSS, R

Frameworks/Technologies: React, Node, Flutter, Spring Boot, Firebase, MongoDB, Git, Bitbucket, Jira, Express

EXPERIENCE

Spotwork

May 2022 – Aug 2022

Mobile Engineer Intern

Toronto, ON

- Led the development of a new waitlist feature for a mobile/web application that handles filling in job postings using **Flutter**, **Dart** and **Firebase Cloud Functions**, resulting in **98%** of the jobs being filled in daily
- Designed and developed a smart autofill system from scratch, eliminating **2 steps** in the job application process
- Implemented **dynamic rendering and pagination** using Firebase to reduce server load by as much as **500%**
- Improved overall app performance by **300%**, via streamlining the data retrieval process to using subcollections
- Operated in 2 week sprints in an **Agile** environment using a ticketing system organized through a **JIRA** board

Exponet Canada Inc.

May 2021 – Aug 2021

Software Engineer Intern

Toronto, ON

- Developed a multi-step scanning feature to ensure the product is packaged and shipped correctly, saving the shipping team over **10 hours/week**, and preventing over **\$1,000/month** in losses due to logistical errors
- Automated the creation and fetching of product reports from **AWS Marketplace** using a **Spring Boot** application to view daily analytics of over **200+ products** on the company's **React** platform
- Decreased fetch time of server data by **30%** by using React Hooks and handling state management with **Redux**
- Worked with a team of 10 developers in a 3 week iterative **Agile** environment and incremental **Scrum** process

CheaprEats

July 2020 – Aug 2020

Software Engineer Intern

Toronto, ON

- Designed and implemented offline functionality into vendor terminal website using **React** and **GraphQL**
- Performed **test-driven development** using **A/B testing** to develop new features, ensuring **80%** code coverage
- Decreased app failures by **65%** by fixing over 40 bugs, improving API request times by up to **90%**

PROJECTS

ShareMe 📷 | JavaScript, React, Sanity, Tailwind

- Developed a full stack social media web app with **React/Sanity/Tailwind** where users share photos and videos
- Integrated **Google Authentication** via Google's OAuth 2.0 flow preventing users to login, post and comment
- Managed state of application and stored user data using **Sanity's cloud storage**, and deployed using **Netlify**

Chess 📷 | C++, XWindow

- Created a full chess game using OOP principles in C++ with a GUI using the **XWindow** graphics library
- Implemented a **computer AI** with a **4-level difficulty** that players can select to challenge and play against
- Optimized computer vs. player games using a **minimax backtracking** algorithm with **alpha-beta pruning**

YelpCamp 📷 | JavaScript, React, Node, MongoDB, Express, Mongoose, Passport

- Developed a full stack application using the **MERN stack** where users discover and review campgrounds
- Built a **REST API from scratch** to perform CRUD operations for users, campgrounds, comments and reviews
- Used the **Mapbox API** to pinpoint all available campground locations in North America
- Designed a responsive front-end using Bootstrap and implemented **client-side** and **server-side data validation**

Chatbot Payment System 📷 | Python

- Created a chatbot application using the **Paypal** and **Twilio API** which performs secure money transfer via SMS using a digital wallet, and implemented **Docker** workflow to reduce build and deployment times

EDUCATION

University of Waterloo

Sep 2020 – Apr 2025

Bachelor of Computer Science

Waterloo, ON

- **GPA:** 3.92/4.0
- **Relevant Courses:** Object Oriented Software Development, Data Structures & Data Management, Elementary Algorithm Design & Data Abstraction, Functional Programming, Linear Algebra, Probability