

Deep Parmar

linkedin.com/in/deepparmar02/

Email: d5parmar@uwaterloo.ca
Portfolio: github.com/deepparmar02

Skills

Languages: Python, C/C++, JavaScript, Java, HTML5, CSS, R, Git

Technologies: React, Flutter, Dart, Node.js, Redux, MongoDB, GraphQL, Spring, Express, Mongoose, Tailwind, Sanity

Experience

Exponet Canada Inc.

May 2021 – Aug 2021

Software Engineer Intern

Toronto, ON

- Developed a cross-platform e-commerce mobile application for IOS and Android using **Flutter** and **Dart**
- Architected a multi-step scanning feature on the app used to ensure the product is packaged and shipped correctly, saving the shipping team **10+ hrs/week**, and preventing over **\$1,000/month** in shipping error losses
- Designed and developed **15+** new application features using **Spring Boot**, **React**, and **MongoDB**
- Worked in an **Agile environment** to decrease app failures by **65%** by fixing over 40 bugs, improving API request times by up to **90%**
- Designed screens for different devices types iPhone, iPad, and Android

CheaprEats

Jul 2020 – Sep 2020

Software Engineer Intern

Toronto, ON

- Used **A/B testing** to implement and deploy additional features in the vendor terminal application
- Designed and implemented offline functionality into vendor terminal website using **React** and **GraphQL**
- Created an in depth on-boarding document on **Confluence** for future interns, receiving **great feedback**
- Mentored a junior developer by providing coaching and constructive feedback on his GitHub pull requests

Projects

ShareMe

- Developed a full stack social media application using **React**, **Tailwind** and **Sanity** to share and download images
- Integrated **Google Authentication** preventing users to login, post, and comment
- Managed state of application using Sanity and deployed using **Netlify**

Chess

- Created a full chess game using OOP principles in C++ with a GUI using the **XWindow** graphics library
- Implemented an **intelligent computer AI** which allows users to choose the computer level they would like to play against from 1 to 4
- Optimized computer vs. player games using a **minimax backtracking** algorithm with **alpha-beta pruning**

YelpCamp

- Developed a full stack application using **Node/Express/MongoDB** where users discover, and review campgrounds
- Built a **RESTful 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 **data validation**

Chatbot Payment System

- Architected a chatbot application that performs secure money transfer via SMS using a digital wallet created with the **Paypal** and **Twilio API**

Personal Portfolio

- Created a responsive personal portfolio website hosted with Github Pages showcasing skills, experience & projects using **HTML5**, **CSS**, **Bootstrap 5**, and **JavaScript**

Education

University of Waterloo, *Bachelor of Computer Science*

Sep 2020 – Apr 2025

- GPA: **3.92/4.00**
- **Relevant Courses:** Object Oriented Software Development, Elementary Algorithm Design & Data Abstraction, Functional Programming, Linear Algebra, Probability