

Abhishek Luthra

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Career Objective

I am currently looking for opportunities to grow and expand my experience and knowledge in the software development industry. I am an energetic and passionate student at McMaster University excited to apply my knowledge. By having a strong work ethic and great communication skills I will help your company meet its milestones.

Skills Summary

- **Languages:** Java, C#, C, JavaScript, HTML, CSS, Python
- **Tools/Frameworks:** Unity, VS Code, Unreal Engine, XCode, Git, MPLAB X
- **Soft Skills:** Leadership; strong interpersonal skills; hard-working and reliable; fast-paced; punctual; efficient

Experience

Robotics Camp Instructor

Kidsapia - Erin Mills

June 2023 - August 2023

Mississauga, ON

- Created 4+ engaging lessons for 20+ elementary school students to develop their interest and skills in programming in Lego Robots.
- Completed a series of administrative tasks such as crafting lessons, instructor notes for future coding camps, and attendance.
- Collaborated with multiple teams and communicated with parents/guardians to ensure a successful bootcamp experience.

Computer Science Club President

Rick Hansen Secondary School

April 2022 - June 2023

Mississauga, ON

- Led a team of 10+ members dedicated to teach programming fundamentals to over 100+ participants.
- Hosted 2+ technical events and workshops for the organization's success gaining 200+ attendees that revolved around discussions in tech and preparation for programming competitions.
- Designed a thorough and tech-oriented curriculum that would allow students to learn about software, hardware, and technology beyond the school curriculum

Personal Projects

Ball Drop Mobile Game - [AppStore](#)

- Ported my physics game programmed in Unity with C# by using the XCode environment and Swift from Windows to the IOS ecosystem.
- Hand-crafted 30 levels and in-game currency system all wrapped in a custom UI design.
- Successfully published on App Store; Implemented Ads to generate revenue from the 300+ players.

Tic-Tac-Toe MVC Game - [GitHub](#)

- Designed a GUI-based Tic-Tac-Toe Game in Java and Java Swing using OOP concepts and the MVC design pattern.
- Used by 50+ high school students and in senior university-level Computer Science classroom demonstrations.

Line Following Robot Circuit - [Demo](#)

- Built using a breadboard, 2 sensors, 2 motors with a H-Bridge, and a PIC24F microcontroller
- Programmed in MPLAB X with C; Integrated methods to vary its speed, correct itself if it passed a line, turn around when needed.

Education

McMaster University

Honours Computer Science Co-op (B.A.Sc)

Sept 2023 - Present

Hamilton, ON