

Abhishek Luthra

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Education

McMaster University

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

Sept 2023 – May 2027

- Engineering Award of Excellence • GPA: 3.9/4.0
- Coursework: Computer Architecture, Data Structures and Algorithms, Computational Theory, Databases

Experience

Frontend Developer Intern

RevSure

Remote

May 2024 – Oct 2024

- Developed and maintained responsive front-end interface for a customer-centric web application, improving user interaction and experience.
- Enhanced performance by optimizing Ant Design components, functionalities and modal interactions, reducing render times and improving load efficiency.
- Contributed to an efficient Git workflow, collaborating with team members to review code and integrate features seamlessly.

Robotics Camp Instructor

e2 Young Engineers

Mississauga, ON

June 2023 – Aug 2023

- Created 4+ engaging lessons for 20+ elementary school students to develop their interest and skills in programming Lego Robots.
- Collaborated with multiple teams and communicated with parents/guardians to ensure a successful boot camp experience.

Projects

Ball Drop Mobile Game (C#, Unity, XCode) • [Play It!](#)

2023

- 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 the App Store; Implemented Ads to generate revenue from the 300+ players.

Match It Game (Elm, Figma) • [Play It!](#)

2024

- Worked with a team of 7 to create a simple puzzle matching game over the course of 4 months.
- Heavily utilized journey mapping and Norman Principles to build the game around users with Dementia and various accessibility needs.
- Developed core back-end functionality and attached it with custom UI elements.

Tic-Tac-Toe MVC Game (Java) • [Github](#)

2023

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

Termhint (HTML, Css, Javascript, Flask) • [Devpost](#)

2024

- Made in a team of 2 apart of Sheridan's Hackville Hackathon to develop an application, leveraging machine learning to assist newcomers in finding words they want to say through synonyms.
- Implemented a minimalist front-end and connected it to the self-trained machine-learning algorithm via Flask.

Skills and Qualifications

Languages: Python, C#, Java, Typescript, C, SQL, JavaScript, Lua, Elm, Dart, HTML, Css

Frameworks: Git, Unity, React.js, Tailwind, Linux OS, Unreal Engine, Eclipse, XCode, MPLAB X, Flutter

Tools: Github, VS Code, Figma, Adobe Suite, Canva, Microsoft Suite(Word and Excel), Firestore