

# Abhishek Luthra

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## Education

### McMaster University

Sept 2023 – May 2027

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

- Engineering Award of Excellence • GPA: 3.9/4.0
- Relevant Coursework: Computer Architecture, Data Structures and Algorithms, Linear Algebra, Databases, Statistics, Computer Graphics, Operating Systems, Intro to Data Mining, Networks and Security

## Experience

### Frontend Developer Intern

Remote

RevSure AI

May 2024 – Oct 2024

- Developed and maintained responsive front-end interface for a B2B revenue analytics 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.
- Adapted quickly to a large production-level codebase, contributing to efficient Git workflows, collaborative code reviews, and seamless feature integrations within an Agile development environment.

### Robotics Camp Instructor

Mississauga, ON

e2 Young Engineers

June 2023 – Aug 2023

- Designed and delivered 4+ engaging lessons for 20+ elementary school students to build and code LEGO robots while teaching concepts such as sequencing and conditional logic.
- Collaborated with multiple teams and worked with guardians to ensure an engaging boot camp experience.

## Projects

### Movietracker (React, Firebase, Chakra UI) • [Website](#)

2025

- A full-stack movie and TV tracking web app featuring watchlists, genre filtering/sorting, and IMDb integrations.
- Integrated Firebase for database operations and authentication; used Chakra UI for responsive styling.
- Supports 15+ daily users, with hundreds of writes and thousands of reads to the database each week.

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

2023

- Ported previously made physics game programmed in Unity with C# by using the XCode environment and Swift from Windows to the IOS ecosystem; Ensured it met Apple App Store deployment requirements.
- Hand-crafted 30 progressively challenging levels and an in-game economy, applied core game development and design principles to balance difficulty and engagement.
- Successfully published on the App Store; Implemented Ad monetization to generate revenue from 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 other various accessibility needs.
- Developed core back-end functionality and attached it with custom UI elements, ensuring smooth UX.

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

2024

- Made in a team of 2 during Sheridan's Hackville Hackathon, developing a web app that leverages machine learning to assist newcomers in finding words they want to say through synonyms.
- Implemented the front-end integrated with a self-trained ML model via Flask for real-time recommendations.

## Skills and Qualifications

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

**Frameworks:** Git, Unity, Unreal Engine, React.js, JUnit, Tailwind, OpenGL, XCode, MPLAB X, Flutter, OpenCV

**Tools:** Github, Linux, VS Code, Figma, Jira, Adobe Suite, Canva, Microsoft Suite(Word and Excel), Firebase