

Harit Kapadia

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Languages Java; Python; C; C++; JavaScript; Lisp; Node.js; SQL; Visual Basic.

Tools Git; Gradle; Make; Android Studio; Arduino; Adobe Photoshop; Microsoft Office.

Projects

Lead Developer

[36 Days Wilderness Survival Game](#)

June 2019

Created an open-world top-down survival game. Features included procedurally generated worlds, multiple levels per world, an in-game survival guide, health, hunger, a day/night cycle, and environmental threats.

Procedurally generated worlds using Perlin Noise.

Developed a world/level data saving system that allowed progress to be saved.

Developed a scalable entity system that allowed for creatures to assume similar configurable properties as the player (health, movement, and world interaction).

Made in Java using JavaFX 12.

Backend Developer

[PCTeacher](#)

May 2019

Created a learning platform that assists those with learning disabilities in getting personalized lessons programmatically.

Developed a system that could adapt a preprogrammed lesson into various learning types.

Structured the lesson content storage.

Designed answer evaluation for visual and numerical learners.

Third place winner of PCHacks 2019.

Made using Python, Django, and Jinja.

Application Developer

[Smouse](#)

May 2018

Developed an Android application that was used to control a computer's mouse pointer.

Created the server-side application that allowed the Android app to interface with the computer using TCP sockets.

Used accelerometer data from the client smartphone to calculate mouse movements.

Made using Java.

Experience

Tech Crew Member Mackenzie Tech Team

Nov 2018 – June 2020

Team of experts who help the school with setting up tech equipment for school-wide events (ranging from 300 to 1300 people per event).

Assisted in lightboard, speaker, and projector setup and operation.

Achievements

2019

Third place winner of PCHacks.

2019

Top 15% in Canadian Computing Competition.

2019

Top 10 in Don Mills Programming Gala.

Education

William Lyon Mackenzie Collegiate Institute 2016 – 2020

Grade 12.

99% average in “AP Computer Science A” (ICS4U0).

96% average in “Calculus and Vectors” (MCV4U0).

93% average in Grade 11.