

# HARIT KAPADIA

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## Work Experience

**Lead Developer** at Family Law Financial May 2020 – Present

Home page: [www.familylawfinancial.ca](http://www.familylawfinancial.ca)

Created web app that assists users in completing Ontario Court forms.

Mentored team about version control, packages, and server hosting.

Designed extensible form interface with client and server validation.

Implemented conversion from user data to official completed Court form.

> *Development tools: Node.js, PostgreSQL, React, React Router, and docxtemplater.*

## Hackathons

**Software Developer** at Urge Purge December 2019

Github repository: [github.com/narilth/urge-purge](https://github.com/narilth/urge-purge)

Created a website and software blocker that allows delayed access for sites and programs to fight impulses.

Made proxy and process watcher to block sites and programs.

Made web interface to manage allow lists and deny lists.

> *Development tools: Node.js, Python, and PyQt5.*

**Backend Developer** at PCTeacher May 2019

Github repository: [github.com/starfy84/PCTeacher](https://github.com/starfy84/PCTeacher)

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

Developed system that adapts lessons for visual and literary learners.

Structured lesson storage, accomodating for various lesson content.

> *Development tools: Python, Django, and Jinja.*

**Application Developer** at Smouse May 2018

Github repository: [github.com/narilth/smouse](https://github.com/narilth/smouse)

Developed an Android app that works as a computer mouse.

Used accelerometer data from phone to calculate mouse movement.

Created server application for phone to interface with computer.

> *Development tools: Java and Android Studio.*

## Projects

**Lead Developer** at 36 Days Game June 2019

Github repository: [github.com/narilth/36daysgame](https://github.com/narilth/36daysgame)

Created an open-world top-down wilderness survival game.

Features procedurally generated worlds, levels, in-game survival guide, health, hunger, a day/night cycle, and environmental threats.

Developed world/level data saving system.

> *Development tools: Java, JavaFX, and J3D Texture.*

## Education

University of Waterloo and University of Laurier

2020 – 2025

Enrolled in B. Computer Science and B. Business Administration.

William Lyon Mackenzie

Collegiate Institute

2016 – 2020

OSSD achieved, 96% Grade 12 average.

## Certifications

**Cisco IT Essentials**

2020

**Third place winner** at

PCHacks

2019

**Top 15%** in Canadian

Computing Competition

2019

## Languages

ES10, Node.js, Typescript, Python, Java, C++, C, Common Lisp, Clojure, SQL.

## Frameworks

React, Next.js, Express, Webpack, Django, Jinja, Handlebars.js, JavaFX, SDL 2, LWJGL.

## Tools

Git, Github, Gradle, GNU Make, CMake, Android Studio, Arduino, Adobe Photoshop, GIMP, Inkscape, Microsoft Office Word, Microsoft Office Excel, Microsoft Office Access.