Paru Kandangwa • Calgary, AB

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SUMMARY

Motivated professional with knowledge of both industrial systems engineering, and software development. Able to adapt to challenges, and use knowledge of both industrial and software engineering to find solutions to problems. Open to a diverse array of challenges and responsibilities to grow as a versatile professional.

TECHNICAL TOOLS

- Languages: C#, JavaScript, HTML, CSS, SQL
- Frameworks: Asp.Net Core, Unity, Flutter
- Unit testing (basic knowledge): xUnit, nUnit
- Other (basic knowledge):
    - Dart, Pandas, NodeJs, ReactJs, Django, Java, Python

OTHER SKILLS

Time management, Process optimization, Risk assessment, Cost Analysis, MS Office (Word, Excel, PowerPoint)

WORK EXPERIENCE

Amazon Logistics, Calgary, AB

YARD MARSHALL | NOV 16, 2020 – PRESENT

- Kept track of incoming tractors and recorded their status.
- Communicated the status of outgoing loads, and made sure loads were picked up as scheduled.
- Made arrangements with a third-party company to pick up loads that were not able to be picked up by the designated party.
    - **Highlights:**
        - Created a web, and an android mobile app to help with morning delivery van dispatch.
        - Mobile app could be used to check in drivers remotely, while web app could be used to check if drivers had arrived at the station.
        - Web app was created in Asp.Net core with ReactJs to handle front end activities.
        - Mobile app was created using Flutter.
        - Both web app and mobile app used Firebase Cloud Storage for saving and extracting data.
        - Demo || Github (web app || mobile app)

Amazon Fulfillment Center, Calgary, AB

SEASONAL WAREHOUSE ASSOCIATE | SEPT 12, 2020 – NOV 15 2020

Resource energy solutions, Calgary, AB

JUNIOR FULL-STACK DEVELOPER | SEPT 16, 2019 – DEC 13, 2019

- Worked in an agile team to tackle clients' application requirements.
- Worked in Asp.Net MVC framework to build functional features for WellMan NextGen web application.
- Wrote code and tested the functionality of new features being added to the application.
- Took part in testing and fixing buggy features.

Jump Through | [Link](#)

UNITY PROJECT (ANDROID GAME)

- 2D platformer game with 10 levels made using Unity.
- Used Unity's tile-map tool to create levels, and Unity's job systems to utilize multiple threads to process translation values of moving objects in the game.

Bridges | [Link](#)

UNITY PROJECT (ANDROID GAME)

- Android game with touch controls created in Unity.
- Not optimized well due to lack of multithreading processing.

ReactJs WebApp | [Link](#)

ASP.NET CORE (WEB APPLICATION)

- Simple two-page web application created using Asp.Net core and ReactJs.
- Used Azure database for user data storage, and Azure text analytics for text sentiment detection. Published using Azure appservices.

EDUCATION

COURSERA● ONLINE CERTIFICATE | DECEMBER, 2019 – MAY, 2020

IBM AI Engineering
- Machine learning, Python Programming, Deep Learning

SAIT● CALGARY, AB | JANUARY, 2019 – JUNE, 2019

OOSD (Object Oriented Software Development)
- Web development, .Net Web Applications, Object Oriented Programming

UNIVERSITY OF REGINA● REGINA, SK | SEPTEMBER, 2014 – APRIL, 2018

B.A.Sc. in Industrial Systems Engineering
- Process modeling, Computer Aided Design, Material Testing