

# Ishan Mishra

Computer Science & Software Engineer

## Personal Info

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### www

www.mishrai.net

### Github

www.github.com/iishyfishyy

### Instagram (Photography Work)

www.instagram.com/ishyfishyyy

## Technical Skills

### Programming Languages

Java • C++11 • C • Python • C#  
Bash • GLSL • WebGL

### Web Development

HTML5 • CSS • PHP • NodeJS • ThreeJS  
AngularJS 2 • VueJS • Drupal  
Wordpress • MySQL • JavaScript

## Interests

Machine Learning with TensorFlow  
Penetration Testing • Algorithm Design  
Data Structures • Image Recognition  
Photography • Film

## Recent Work

- Co-founded a personal startup called Atlas Trails, a travel/media company where we promote photography and travel lifestyle; currently developing a website as well as growing Instagram following
- Developing a C# desktop application to support planning and scheduling Instagram posts, writing an algorithm to best organize the photo feed by appealing colors

## Experience

### University of Windsor CS

Windsor, Canada

*General Tutor*

*09/2017 - Present*

- Conducting office hours in the CS tutoring lab on a weekly basis
- Assisting students with coursework and assignments for all CS courses

### University of Windsor CS

Windsor, Canada

*Teaching Assistant*

*09/2016 - Present*

- Hosting labs and providing assistance for Intro to Java Programming course
- Grading of all assignments, lab exercises, and exams for the course
- Conducting weekly office hours for exclusive help in Java Programming

### TRIUMF Canada's National Laboratory for Particle & Nuclear Physics

Vancouver, Canada

*Web Application Developer*

*05/2016 - 08/2016*

- Interfaced Drupal WebForm to TRIUMF's Redmine Project management system
- Developed a web based oscilloscope to plot incoming data from on-site accelerator
- Reworked application in raw WebGL for better performance, capable of plotting 500,000 points per second with no performance loss

## Education

### BSC[H] Computer Science, Software Engineering Specialization

University of Windsor

*Major Average 81% | Cumulative Average 77%*

*09/2014 - 12/2018*

### Study Abroad | International Exchange

University of Essex, United Kingdom

*Major Average 82% | Cumulative Average 80%*

*01/2017 - 06/2017*

## Notable Projects

### Video Game Automation

*09/2017 - Present*

- Automated repetitive behaviour in Terraria using Java Robot class and OpenCV
- Automation process involved image recognition to detect state, changes in pixel colors, systematic mouse presses, delays, and releases

### Portfolio Website

*09/2017*

- Developed using NodeJS, VueJS JavaScript framework, and Skeleton CSS framework
- Hosted website on Microsoft Azure NodeJS server for ease of deployment through use of GitHub repository as file source

### Text Editor Desktop App

*09/2016*

- Developed using Python and the PyQt4 framework
- Editor contains all functionality of a text editor, functions mapped to hotkeys as well as available on toolbar, ability to save and reopen files

### Book Review App

*Hack Western III*

- Android Application to scan barcode of a book and fetch it's reviews from the internet
- Built using ZXing for barcode functionality, JSoup for HTML Parsing, and OpenCV for reverse image searching ability

## Activities & Events

- Attended Hack Western III Hackathon
- Attended Hack the North 2016 Hackathon
- Volunteered to train secondary students in Java for the Secondary School Programming Competition to be held at University of Windsor (SSPC)
- Volunteered for the regional ACM programming contest held at University of Windsor
- Participated and came 4th at local ACM programming competition
- Taught Python programming and HTML web development at University of Windsor's Lancer Camps for kids aged 4 to 17
- Avidly self learning new skills and technologies through books and online courses