

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++ • C • Python • JavaScript
GLSL • Scheme • WebGL • C#

Web Development

HTML5 • CSS • PHP • NodeJS • ThreeJS
AngularJS • VueJS • Drupal CMS • PHP
XML • XSLT • Microsoft Azure

Interests

Machine Learning with TensorFlow
Metasploit • Image Recognition
Data Structures & Algorithms
Photography • Film

Recent Pursuits

- 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
www.instagram.com/atlastrails
- Developing a C# desktop application to support planning and scheduling Instagram posts, writing an algorithm to best organize the photo feed by appealing colors, and finding the most relevant hashtags to maximise public reach of posted content

“Civilization advances by extending the number of important operations which one can perform without thinking of them.”

- Alfred North Whitehead

Experience

University of Windsor CS

General Tutor

Windsor, Canada

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

Teaching Assistant

Windsor, Canada

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

Web Application Developer

Vancouver, Canada

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

Major Average 81% | Cumulative Average 77%

University of Windsor

09/2014 - 12/2018

Study Abroad | International Exchange

Major Average 82% | Cumulative Average 80%

University of Essex, United Kingdom

01/2017 - 06/2017

Recent 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
- Ability to scale to different screen sizes and resolutions, cross platform support

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

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

- Attended Hack Western III Hackathon
- Attended Hack the North 2016 Hackathon
- Came 4th at regional ACM programming competition
- Online presence on StackOverflow, and StackExchange Code Review
- Great interest in travel, photography and film, view work on Instagram link on left panel