3 Gosfield Gate
Toronto ON M9W 2S1

ISHAN MISHRA

+1 (226) 260 2296
mishrai@uwindsor.ca

EMPLOYMENT

General Tutor — **University of Windsor CS Department** — **July 2017 - Present**

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

Teaching Assistant — **University of Windsor CS Department** — **Sept 2016 - Present**

- Hosting labs and providing assistance for Object Oriented Programming Using Java course.
- Grading of all assignments, lab exercises, and exams for the course.
- Conducting weekly office hours for exclusive help in Java Programming concepts.

Web Application Developer — **TRIUMF Particle Accelerator Centre** — **Summer 2016**

- Interfaced Drupal WebForm to TRIUMF's Redmine project management system.
- Developed a web based oscilloscope using raw WebGL, OpenGL Shading Language (GLSL), and Angular2.
- Improved performance, ability to plot 500,000 points per second by using a rendering method to swap two frame buffer objects (FBO) instead of switching individual surfaces on single FBO.

EDUCATION

Windsor, Ontario — **University of Windsor** — **Fall 2014 – Fall 2018**

- B.SC. Computer Science Honors with Software Engineering Specialization

Colchester, United Kingdom — **University of Essex** — **Jan 2017 – June 2017**

- Study Abroad program through University of Windsor

TECHNICAL EXPERIENCE

Recent Projects — GitHub Repository: https://github.com/iishyfishyy

- **Visual Recognition App** (Oxford Hacks, Oxford United Kingdom). Application made in Unity that is able to describe an object or atmosphere through the camera accurately and translate the description across various languages. *Built with Unity3D, Vuforia, Computer Vision and Speech API from Microsoft Cognitive Services, C#.*
- **Video Game Automation** (Sept 2017 - Present). Automated repetitive behavior in Terraria, capable of image recognition to detect state, changes in pixel color, and systematic mouse events. *Built with Java, OpenCV, and Tess4J.*
- **Atlas Trails Website** (2017). Website developed for personal startup called Atlas Trails, deployed in Microsoft Azure. *Built with Node JS, Express JS, WebPack, Vue JS, and Skeleton CSS.*
- **RevU Android App** (Hack Western III, London Canada). Android application to scan barcode on a book and fetch its reviews from reliable sources. *Built with ZXing, JSoup, and OpenCV using Android Studio.*

ADDITIONAL EXPERIENCE AND AWARDS

- **Personal Tutor for Java Programming** (2017 - Present). Teaching Java using Hackerrank's 30 Days of Code.
- **Personal Tutor for C Programming** (2017 - Present).
- **Lancer Camps** (Summer 2017). Leading Python and HTML/CSS programming classes for my university's summer camp.
- **Trained** students in Java for Secondary School Programming Competition (SSPC) at University of Windsor.
- **Volunteered** for the regional 2017 ACM programming competition held at University of Windsor.
- **Participated** and came 4th at the local 2017 ACM programming competition.
- **School of Computer Science Volunteer/Participation Award** (Fall 2016)**.**

Languages and Technologies

- Java; C++11; C; Python; Bash; C# (Unity 3D, WinForms); SQL; NodeJS; Express; JavaScript; XSLT; XML; WebGL
- Visual Studio; IntelliJ Idea; Eclipse; Android Studio; Adobe Creative Suite; Unity 3D; Git; Drupal
- Microsoft Cognitive Services; Amazon Web Services; Vuforia; Microsoft Azure; Tensorflow