

Jasmeet Oberai

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Skills Summary

- **Languages:**
 - Mobile: Objective C/C++, Android Java/XML, OpenGL ES 2.0
 - Desktop: C/C++, C#, Java, Visual Basic 6.0
 - Web: JavaScript, CSS3, HTML5, XML/XHTML, jQuery, RoR and Backbone.js, Node.js
 - Scripting: Ruby, Python, Bash, VBScript, AutoIt, ViScript
 - **Platforms and Tools:** Ubuntu, OS X, Windows, Android, iOS, Git, SVN, GDB, Vim, \LaTeX
 - Agile and iterative, I love to test and I love to script
 - Strong teamwork skills along with excellent analytical, organizational and communication skills
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Experience



Software Engineer Intern
LA, CA
Sept. 2015 - Dec. 2015

- Snaplabs Team
 - Worked with and programmed for new, cutting edge prototype devices
 - Prototyped different UI features for iOS integration of said devices (Objective-C)
 - Researched integration of video stabilization feature for said devices
 - Tools/Frameworks Used: *Git, Xcode, Asana, GDB*
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Bloomberg

Software Developer
NYC, NY
Jan. 2015 - May. 2015

- Bloomberg Query Language (BQL) Team
 - Worked on adding and optimizing functionality for BQL engine core, mainly in Java
 - Interacted regularly with vendor to evaluate their big data analytic database
 - Assisted in integrating Spark into BQL project to add pushdown capabilities
 - Tools/Frameworks Used: *Hadoop, Spark, Vectorwise, Spring, ANTLR, MySQL, R*
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Software Engineer Intern
SEA, WA
May. 2014 - Aug. 2014

- Amazon Instant Video - Kindle
 - Added cross team HTTP service integration for the application.
 - Worked on visual design and UI for storefront in XML/Java.
 - Tested against various Kindle Android devices including the Fire phone.
 - Tools/Frameworks Used: *Git, Eclipse, Android SDK, EasyMock, PowerMock*
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Developer
Sept. 2013 - Dec. 2013

- Toronto, ON
 - Worked on iOS Video Player App (Objective C/C++) to stream video, using OpenGL ES 2.0 to for frame rendering and GLSL for shaders.
 - Tools/Frameworks Used: *SVN, paramiko, Vim, Bugzilla, XCode, Bash, GMock*
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Developer
Jan. 2013 - Apr. 2013

- Toronto, ON
- Worked on web application implemented in Ruby on Rails running on Amazon Web Services (including S3)
- Tools/Frameworks Used: *RoR, HTML5, CSS3, MySQL, FogBugz, Git*

Personal Projects

Sketch Server

<http://git.io/tuKCsQw>

- A real-time multi user sketch pad made using Node.js, Backbone.js, Omni.js, HTML5, and CSS3

ideaHub

<http://git.io/fAIPBA>

- Idea Hub is a web app that allows budding entrepreneurs to share ideas, look for resources, and execute.
- Made using Node.js, MongoDB, Jade/HTML5, CSS3 and jQuery

Goose Pursuit

Available in *PlayStore*

- 2D Android game created with libgdx based on the classic game Duck Hunt.

Pong-Game

<http://git.io/fJNSdw>

- A remake of another classic, Pong. Made using the C++Allegro library v4

Education

University of Waterloo

Waterloo, ON

Sept. 2011 – Present

- Candidate for Bachelor of Software Engineering (Co-op)
- Intended graduation in June, 2016

Clarkson S.S.

Mississauga, ON

OSSD - 2011

- 96% average in Grade 12 courses
- Became an Ontario Top Scholar

Awards and Accomplishments

- Dean's Honour List Math/Engineering for 1A and 1B Term , University of Waterloo, 2011 - 2012
- Stackpole International Scholarship 2012, Stackpole International, 2012
- Governor General's Academic Medal , Clarkson SS, 2011
- Presidents Scholarship of Distinction, University of Waterloo, 2011
- Academic Achievement in Computer Science Grade 12 , Clarkson SS, 2011

Activities & Interests

- Love to volunteer in community and attend youth camps and retreats
- I'm a fanatic of the indian drum known as the tabla
- I enjoy listening to music of any shape or form, especially classical
- Playing basketball, soccer, cricket or any other team sports