

# 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 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

### ItinPlanner

*Available in PlayStore*

- Travel planning Android app created during fourth year as a design project.

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### Sketch Server

*<http://git.io/tuKCsQ>*

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

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### 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

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### Goose Pursuit

*Available in PlayStore*

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

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### Pong-Game

*<http://git.io/fJNSdw>*

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

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## Education

### University of Waterloo

**Waterloo, ON**

*Sept. 2011 – Present*

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

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### Clarkson S.S.

**Mississauga, ON**

*OSSD - 2011*

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

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## 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

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## 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