# 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, Autolt, 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

## **Experience**

# snapchat

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

#### **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

#### amazon.com

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



#### 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



#### 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	<ul> <li>A real-time multi user sketch pad made using Node.js, Backbone.js, Omni.js, HTML5, and CSS3</li> </ul>
ideaHub http://git.io/fAIPBA	<ul> <li>Idea Hub is a web app that allows budding entrepreneurs to share ideas, look for resources, and execute.</li> <li>Made using Node.js, MongoDB, Jade/HTML5, CSS3 and jQuery</li> </ul>
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	<ul> <li>Candidate for Bachelor of Software Engineering (Co-op)</li> <li>Intended graduation in June, 2016</li> </ul>
Clarkson S.S. Mississauga, ON OSSD - 2011	<ul> <li>96% average in Grade 12 courses</li> <li>Became an Ontario Top Scholar</li> </ul>

# **Awards and Accomplishments**

- Dean's Honour List Math/Engineering for 1A and 1B Term, University of Waterloo, 2011 2012
- Stackpole International Scolarship 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, espescially classical
- Playing basketball, soccer, cricket or any other team sports