MANISH JHA

PH:519-498-8592 | m2jha@uwaterloo.ca | 2A Computer Engineering

SKILLS

LANGUAGES

Java ● C/C++ ● JavaScript ● Ruby ● VHDL ● HTML5 ● CSS ● XML ● SQL ● MATLAB

ENVIORONMENT/TOOLS

Git ● SVN ● Android Studio ● Linux/UNIX ● Tomcat

LINKS

Github: //manishjha4
LinkedIn://manish-jha
Personal://manishjha4

EDUCATION

UNIVERSITY OF WATERLOO

- Candidate for Bachelor of Applied Sciences, 2A Computer Engineering
- Recipient of President's Scholarship based on academic average

RELEVANT COURSES

- Algorithms & Data Structures (C++)
- Engineering Design, Embedded Systems (Java, Android)

INTERESTS

- Club level chess player having participated and won several competitions.
- Member of the UW badminton club
- Regular starter on the intramural soccer team

EXPERIENCE

OPEN TEXT

Sept-Dec 2017

R&D Tools Developer

- Used Google's visualization API with JavaScript and jQuery to develop and maintain an internal product security form
- Refactored the product security form's database to improve performance using MySQL
- Created a parser in Ruby to parse log files & export them to a SQL database from Jira & Confluence
- Migrated the HP ALM test case repository to the company's own internal testing environment
- Assisted in the migration of various instances of Jira & Confluence to a singular instance

SUNLIFE FINANCIALS

Jan-April 2017

On Site Support

- Refreshed and replaced over 200 computers and network systems meeting 100% of the monthly requirement
- Worked closely with clients helping troubleshoot computer related problems
- Showcased innovative problem solving & resourcefulness resolving over 300 software & hardware related issues
- Built custom PCs for meeting specific client needs

PROJECTS

2048—Java, Android Studio

- Developed a game of 2048 controlled by motion-controlled hand gestures
- Created the app using finite state machine design principles and implemented a testing suite using JUnit
- Implementing Fibonacci Number addition instead of Power-of-two addition for the game

PirateKing—Java, Android Studio

- Building a game based on the SkullKing card game within a team using Android Studio
- Implementing an intuitive GUI by using Google's material design principles
- Facilitated implementation of the overall game logic by using OOD design principles
- Future plans include adding an online and a local an ad-hoc multiplayer mode