Manish Jha

Phone: 519 - 498 - 8592 | m2jha@uwaterloo.ca | Computer Engineering 1B

SKILLS

PROGRAMMING

Java ● C/C++ ● VHDL ● HTML ● CSS ● XML

ENVIORONMENT/TOOLS

Git ● SVN ● Android Studio ● SQL ● Altera Quartus Prime ● Linux/UNIX ● AutoCAD ● MS-Office Suite

LINKS

Github: //manishjha4

LinkedIn://manish-jha

EDUCATION

UNIVERSITY OF WATERLOO

- Candidate for Bachelor of Applied Sciences, 1B Computer Engineering
- Recipient of President's Scholarship based on academic average
- Awarded to students with high school admission averages of 95% greater.

INTERESTS

- Club level chess player having participated and won several competitions.
- Member of the UW badminton club

EXPERIENCE

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
- Analyzed data for a large number of clients experiencing hardware or software problems using Excel

ADVANCE TECHNICAL SYSTEMS   May-July 2016

Junior Computer Technician

- Worked with various programs like Office and incorporated skills such as project management
- Worked closely with the office staff while upgrading their personal computers
- Designed local networks and servers for data storage
- Adapted well to changing responsibilities by observing closely and asking questions
- Repaired and diagnosed faulty PC components for over 100 systems and networks systems

PROJECTS

2048—Java, Android Studio

- Developing a game of 2048 controlled by hand gestures playable on any android smartphone
- Creating the app using finite state machine and object oriented design principles
- Implementing Fibonacci Number addition instead of Power-of-two addition for the game

2PChess—Java, Android Studio

- Creating a two player game of chess for android mobile
- Implementing various features such as tile highlights, opening databases and saving current game state.
- Using the stockfish8 engine for a player vs computer environment.