Himanish Jindal

github.com/jhimanish linkedin.com/in/himanish-jindal/ jhimanish@gmail.com

Education

University of Toronto April 2024
Bachelor of Computer Engineering, Minor in AI, Minor in Business *Current GPA: 3.72/4.0*

Skills

Languages/Misc: C/C++, Python, PostgreSQL, Java, Git/GitHub, Jira
Currently Learning: React, Javascript, Django, HTML/CSS

Relevant Experience

Intel - Programmable Solutions Group | *Software Engineering Intern* May 2022 – August 2023

- Worked on Next Generation FPGA modelling
- Developed Transaction-Level Models (TLMs) using Device Modelling Language (DML) and Python for Simics.
- Apply Test-Driven Development (TDD) methodology for model devices, achieving a test coverage of over 80% focusing on enhancing code quality, stability, and model functionality.
- Opened PRs on GitHub and followed the extensive review process to ensure the code was simple, well-tested, bug-free, and accurately documented. Worked with GitHub Actions including continuous integration workflows to facilitate tasks like building and testing of code.

IEEE UofT Student Branch | *Chair* April 2020 – Current

- Led a team of 50 members to create and execute a networking event, several technical workshops, and 2 major international hackathons.
- Major hackathons include MakeUofT, Canada's Largest Hardware Hackathon, which has over 1000+ applicants and hosts over 400 participants each year and also NewHacks, our beginner-friendly hackathon which has 400+ applicants with 300+ participants.

University of Toronto Robotics Association | *Member* February 2020 – May 2021

- Worked in a team to create and build an autonomous robot to compete in a SUMO competition using an Arduino micro-controller.
- Used a variety of sensors/motors such as ultrasonic, light, sound, and an accelerometer. Coded using the Arduino C/C++ language to allow the robot to automatically battle opponents without user input.

Projects

Recreating Google Maps January 2021 – April 2021

- Designed and implemented a map of popular cities around the world using the OpenStreetMap API with C++ and Git to manage the code.
- Implemented A* search algorithm to find the most optimal path between two places on the map.
- Used Simulated Annealing and Ant Colony Optimization in an attempt to solve the Travelling Salesman Problem.
- Used GTK widgets to create the map UI and the user input recognition.

Hackathon Discord Bot January 2021 – Present

- Created a discord bot using Python to manage participants on our hackathon's discord server for 350+ members. Integrated the bot with our website's registration system to only allow accepted participants to enter the server.
- Bot automatically sends announcements to specified channels at specified times without any update or command.
- Connected the bot with our hackathon's participant database to allow for quick retrieval of participant information accessible only by the organizers.

AI for Reversi Board Game January 2020 – April 2020

- Developed an AI for the popular Reversi (Othello) board game using the C language to compete with other AIs from students.
- Implemented the Minimax algorithm with Alpha Beta Pruning alongside a heuristic function to find the optimal move for each turn.