

KUSH BHAGAT

Computer Scientist and Aspiring Entrepreneur

Enthusiastic, and solution-oriented software developer, with wide variety of experience in leadership positions. Practical knowledge in web development, various programming languages and video game design.

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github.com/kushbhagat 🐙

linkedin.com/in/kushbhagat in

EDUCATION

University of Waterloo

Bachelor of Computer Science

Sept 2018 – Present

Winter 2019 and Fall 2018 Term Dean's Honour List

AWARDS

- Semi-Finalist in New Venture Competition – 2019
- President's Gold Scholarship Award – 2018
- Semi-Finalist in Starbucks Case Competition – 2018
- Valedictorian – 2013
- Principal's Award – 2013

TECHNICAL SKILLS

Front-End Tools

- JavaScript, CSS, HTML

Game Development

- Unity, C#

Familiarity With

- **Languages:** C, C++, Java, Racket
- **Tools:** Bash (Unix Shell), Eclipse, NetBeans

HOBBIES & INTERESTS

- Competing in Taekwondo sparring and pattern tournaments (2nd degree black belt)
- Challenging myself with coding problems
- Performing in live theatrical plays
- Taking part in choreographed dances for yearly Diwali festivities

WORK EXPERIENCE

Lifeguard & Swimming Instructor

Mississauga YMCA

Mar 2017 – Sept 2018

- Demonstrated and taught swimming skills to groups of 6 - 20 individuals that ranged from toddlers to seniors
- Lead and managed teams in high-pressure life-threatening situations
- Developed various communication skills while working in one on one special needs classes

Head of Computer Science Club

The Woodlands School

Sept 2017 – June 2018

- Developed many marketing and advertising campaigns to increase number of club members by 30 in just one month
- Student participation in club doubled with new weekly lessons on topics such as data types, sorting, and binary trees
- Created thought-provoking assignments and projects to help develop programming mindsets for students

Camp Councillor

Mississauga YMCA

Dec 2017

- Organized and lead groups of 15 campers, for eight hours everyday
- With applicable leadership skills, children were kept active by conducting many physical activities like swimming, soccer and gaga ball

PROJECTS

Space Surfer – a 3D game developed on the Unity platform with complete user interface and C# scripts to dictate player and environment interactions.

Line Following Vehicle – an automated vehicle assembled using an Arduino, with technical understanding of sensor detection, C++ scripting, and circuit design.

Employee Management System – implemented in Java using data abstraction, inheritance and GUI tools on NetBeans.

Personal Website – independently learning various elements of web development. Check website at 'www.kush.bhagatworld.com'.

New Venture – formulated a business plan by conducting thorough research of the external environment, and analysis of financial feasibility.