

Mayank Kumar

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OBJECTIVE

To obtain a software development co-op where I can apply my technical knowledge and passion for programming to real-world projects. I am eager to contribute my analytical, problem-solving, and troubleshooting skills to the organization. I am seeking an opportunity to work in a collaborative team environment that values innovation, creativity, and continuous learning.

EDUCATION

Seneca College of Applied Arts and Technology

Computer Programming and Analysis

Jan 2022 - Aug 2024

- GPA: 3.8/4.0

TECHNICAL SKILLS

- Programming languages: C, C++, JavaScript and Python
- Web development tools: HTML5, CSS3, Node.js, Express.js, React.js, Next.js
- Version control systems: Git and GitHub
- Database design and programming: Oracle, MongoDB, PostgreSQL, and PL/SQL
- Actively learning: AWS, TypeScript, R language

WORK EXPERIENCE

Software Developer Intern

Mar 2023 - May 2023

GaoTek Inc.

Canada (Remote)

- Work with the development team to debug code and build libraries for RFID equipment such as tags and readers, embedded development tools, telecommunication testers, and video surveillance devices.
- Collaborate with developers to test software for hardware components and identify any bugs or issues that need to be addressed.

Web Development Intern

Nov 2020 - Jan 2021

Codinggeeks

Sirsa, India

- Assisted the lead developer in creating websites for small businesses and NGOs
- Learned and worked with HTML, CSS, and JavaScript
- Collaborated with team members to deliver projects within the given timeline

PROJECTS

<https://github.com/mayank-Pareek/>

Blogging App

- This project involved creating a web application that allows CRUD operations using HTML5, CSS3, VanillaJS, Node.js, and Express.js, with MongoDB as the database management system. User authorization was added to ensure secure access to certain features of the application.

Assembly Line Simulation

- Assembly Line Simulator project provides a comprehensive simulation of an assembly line, showcasing the advanced C++ concepts of Smart Pointers, Algorithms, File Stream Objects, Standard Library, Containers, Iterators, Error Handling, and Class Templates.