Minhal Shanjer

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EDUCATION University of Waterloo, Bachelor of Computer Science

Sep 2017 – Apr 2022

 Relevant Courses: Object-Oriented Software Development, Data Structures and Data Management, Logic and Computation, Foundations of Sequential Programs

SKILLS Proficient: C/C++, Flask, Python, React, JavaScript

Mastering: SQL, MongoDB, Ruby, Java, HTML, CSS Utilities: Git, Unix Tools, Bash, Jira, Microsoft Suite

EXPERIENCE Dematic Software Engineering

Sep - Dec 2019

- Optimized a Bash based microservice from about 30 minutes to 17 minutes by refactoring how it sets up a virtual machine on Microsoft Azure and utilizing parallel processing.
- Developed multiple screens using Angular and Polymer capable of handling CRUD operations, augmented with functionality such as sorting, form validations, etc.

Bronte College Full Stack Developer

Jan – Apr 2019

- Integrated Microsoft Graph API into a Rails web application and connected its OAuth authentication, OneDrive storage, Outlook mail and Outlook calendar services.
- Retrieved 3+ years of Outlook calendar data by developing an asynchronous scraper that smartly detects and creates local database models of existing Outlook calendar events.
- Developed an employee profile dashboard page to be used by the HR department.

PROJECTS

WorkList *worlistui.herokuapp.*com [Beta Code: fire]

Jul 2019 - Present

Web app that utilizes natural language processing to generate the optimal resume for a job.

WorkList API Flask

- Created the Resume Maker library that generates resume PDFs with the desired template.
- Developed a REST API that can transfer generated resume files as downloadable objects.
- Implemented a token-based authentication system allowing external API communication.
- Designed a SQL database utilizing association tables and foreign key relationships.

WorkList Dashboard ReactJS

- Developed a dashboard that allows the user to create experience, project, skill and qualification models than can subsequently be used to generate and download resume files.
- Utilized cookies and local storage to store authentication data to track user's login sessions.
- Utilized React hooks, including state and effect hooks, to seamlessly update API data.

Euchre C++ Dec 2018

- Designed a euchre game utilizing multiple design patterns while following an agile workflow.
- Utilized the concept of polymorphism to design two types of players Humans and Als.
- Optimized the AI to make intelligent decisions based on the cards in hand and cards played.

INTERESTS