Navroze Antia
Computer Science Student | University of Waterloo

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Languages
Java (3 years)
C++ (1 year)
JavaScript (1 year)
HTML, CSS (0.5 years)
Python (0.5 years)

Tools
Git
Linux Environment
Postman
PostgreSQL
Jenkins
Docker
Intellij

Skills
Communication
Collaboration
Quick & Eager Learner
Problem-Solving
Organization

Interests
Bouldering
Long-distance running
Hiking
Baking

Work Experience

May–Aug 2023   ### Sun Life - API Developer   Java

- Developed **Spring Boot API** with **Apache Kafka** functionality to *consume, transform, and relay* data between clients *in real-time*
- Implemented **error handling** for sensitive **database API**, with *email notification* capability
- Helped design **API architecture** to tackle difficult **Kafka** *multi-topic data consumption* scenarios

Sept–Dec 2022   ### Sun Life - DevOps Engineer   Java

- Created example **Spring Boot API** and **Kafka** service applications for internal team support
- Converted existing **Azure DevOps** .NET service deployment pipelines into **CDDirector**
- Provided support for existing **Jenkins** pipelines to numerous internal teams

Jan–Apr 2022   ### OpenText - Software Developer   Java

- Utilized **RestAssured** and **JUnit** to automate existing **Postman** testing and escalate unit testing coverage
- Increased project **SonarQube** code coverage from **38%** to **80.4%**

Projects

Jan 2021   ### Linkify   JavaScript, HTML, CSS

- Used **Spotify's RESTful Web API** to determine a song's energy and speed
- Utilized **Node.js** and **Express** to appropriately redirect users
- Created in a team of four as part of a **48h hackathon**

Feb 2021   ### Chrome Arcade   Javascript, HTML, CSS

- Created a **Chrome extension** to play arcade-style games in a pop-up window
- Utilized **Chrome Storage API** to save and display game high scores
- Developed modified versions of the games *Pacman*, *Pong*, *Breakout* and *Snake*

May 2020   ### Museum Simulation   Java

- Designed **simulation** and **database** software to keep track of a museum
- Applied **OO principles** to implement systems to manage artifacts, exhibits, and visitor affairs

Education

2020–2025   **Candidate for Bachelor of Computer Science (Co-op)** University of Waterloo