

# NIKUNJ THAKUR

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## Education

### York University

*Bachelors of Engineering., Spec. Hons. - Software Engineering*

**Sep. 2021 – April 2025**

*Toronto, ON*

## Relevant Coursework

- Data Structures
- Computer Organization
- Advanced OOP
- Embedded Systems
- Software Development
- Operating Systems
- Systems Programming
- Computer Architecture

## Experience

### Vin Engineering, inc.

*Software Engineer Intern*

**January 2022 – April 2022**

*Mississauga, ON*

- Employed Jira to solve over 70 bugs in the Vin Engineering platform and improve cross-browser compatibility
- Collaborated with senior developers using Agile framework to facilitate the production of data mining software
- Orchestrated company meetings for Vin Engineering's codebase architecture and programmatic practices
- Explored ways to visualize and send a daily report of test results to team members using HTML, Javascript, and CSS.

### NKM, Inc

*Front End Developer Intern*

**July 2021 – September 2021**

*Brampton, ON*

- Assisted in development of the front end of a mobile application for iOS/Android using Dart and the Flutter framework.
- Worked with Google Firebase to manage user inputted data across multiple platforms including web and mobile apps.
- Collaborated with team members using version control systems such as Git to organize modifications and assign tasks.
- Utilized Android Studio as a development environment in order to visualize the application in both iOS and Android.

## Projects

### MessageMe - iOS App | *Swift, Google Firebase Firestore, Xcode*

**December 2022**

- Produced a messaging application containing full functionality of sending and receiving messages.
- Implemented Firebase Firestore database to take advantage of a client first SDK and real-time updates allowing to receive and send messages with ease.
- Utilized fundamental UI/UX fundamentals to create an aesthetically appealing design.
- Executed prominent message application principals to include: profile picture and timestamps.

### TriviaToday - iOS App | *Swift, Xcode*

**November 2022**

- Used Swift to build a flawless iOS app that displays Multiple Choice questions to test General Knowledge.
- Implemented an API function to pull and generate random questions at every run.
- Learned and executed fundamental principles of UI/UX to include animation, progress bar, and instant depiction of right or wrong answer.

### 2048 - Web Game | *HTML, CSS, JavaScript, VScode*

**October 2022**

- Recreated the 2048 game using experimental methodologies, and taking initiative to execute new concepts and algorithms.
- Utilized fundamental object oriented programming concepts such as setters, getters and encapsulation
- Implemented complex logic, CSS animations in JavaScript and classes to increase efficiency and develop a professional program.

## Technical Skills

**Languages:** Python, Java, C, HTML/CSS, JavaScript, SQL, PowerShell, PHP, Swift

**Developer Tools:** VS Code, Eclipse, Google Cloud Platform, Android Studio, Xcode

**Technologies/Frameworks:** Linux, Jenkins, GitHub, JUnit, WordPress, Dart, Flutter

## Leadership / Extracurricular

### Faculty of Engineering Science

*Director of Finance*

**September 2022 – Present**

*York University*

- Collaborated with Vice-President Finance to ensure all financial matters of the Faculty of Engineering Science were being accurately maintained.
- Actively participated in executive board discussions alongside a team of 20 members and attended weekly meetings to oversee progress in essential parts of the faculty.
- Led chapter of 30+ members to work towards goals that improve and promote community service, academics, and unity.