Pahul **Panesar**

☎ (604) 600 1950 | ✉ pahulpn@gmail.com | 🏠 pahulpanesar.github.io | ⬡ pahulpanesar | in pahul-panesar

Experience

Salesforce *San Francisco, CA*
SOFTWARE ENGINEER INTERN *May 2018 - August 2018*

- As an engineer in the Productivity Cloud, used Java extensively to develop a microservice that improves company wide code ownership by improving automation flow for error assingments
- Performed exploratory data analysis on stack trace data in an effort to improve a machine learning model used to guess which team is responsible for handling any given bug
- Created a UI for the microservice using ReactJS

CIBC *Toronto, ON*
SOFTWARE ENGINEER INTERN *January 2017 - August 2017*

- Worked on the Skunkworks Innovation team to develop an application that teaches financial literacy to children. Primarily written using MEAN stack (MongoDB, ExpressJS, Angular 4, NodeJS) integrated with Ionic 2 to launch as a mobile application.
- Used Agile/Scrum methodology including 2 week sprints and daily standup meetings. All code was reviewed, perfected, and pushed to production.
- Exposed to different applications to ameliorate developer experience, such as BitBucket, Postman, JIRA, RoboMongo etc.

Education

University of British Columbia *Vancouver, BC*
BACHELOR OF SCIENCE, COMPUTER SCIENCE *Expected May 2020*
GPA: 3.70 Overall

Projects

Endless AI
PYTHON, OPENCV, TENSORFLOW, KERAS, PYGAME, NUMPY

- Developed a python game in a team of 5 which adapts difficulty to the players skill level based on their emotion in realtime
- Uses OpenCV and webcam for facial recognition, and a custom Machine Learning Model trained on a Kaggle Emotion Dataset using Tensorflow and Keras.
- Personally responsible for implementing the webcam recognition functionality and connecting the inputs in realtime to the Machine Learning Model, using NumPy heavily. Also took on a significant role in developing the game using PyGame and the development of the Machine Learning Model.
- Voted best project at the Global AI Hackathon - Toronto and was also invited to demo at NextAI Canada.

InsightsUBC
TYPESCRIPT, REACTJS, HTML, CSS

- Developed a full stack web-app that parses UBC metadata to provide a way for users to query various information about UBC courses and rooms such as course prerequisites, room scheduling, timetable creation, etc.
- Designed query engine in the form of an abtract syntax tree using EBNF syntax
- Closely follows REST and SOLID design principles

Mind the Gap
JAVA, JUNIT, ANDROID STUDIO

- Implemented an Android application that presents London's public transit information to the user.
- Wrote JSON parser to perform ETL of train data, including lines, stations, and arrival times from the TfL API.
- Drew routes and stations using OpenStreetMaps and displayed train arrivals at each station.

SharkMarine
C#, UNITY3D, BLENDER

- Built a Virtual Reality Android App using Unity3D that immerses the user in an underwater world where they're surrounded by sharks trying to survive inside a submarine.
- Uses the Google VR SDK for compatability with Google Cardboard.
- Designed various game assets and animations.

Skills

Programming	Java, Javascript, Python, Node.JS, C/C++, Tensorflow, Bash, SQL
Web	AngularJS, React, Express, Redux, HTML5, CSS