PRAYANSH SRIVASTAVA

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TECHNICAL SKILLS

LANGUAGES:

- Java (Android) (4 yrs)
- HTML/CSS (2 yrs)
- JavaScript (2 yrs)
- C++ (2 yrs)
- Python (4 months)

SOFTWARE:

- Eclipse
- · Android Studio
- · IntelliJ IDE's
- Photoshop
- Illustrator

DATABASE:

· SQL (4 months)

JUNIOR SOFTWARE DEVELOPER, CO-OP (JANUARY 2017 - PRESENT)

Absolute Software Corporation, Vancouver

- Contributing to the Android product for Data and Device Security
- Fixing defects in existing versions of the applications as well as developing new features, unit tests, build and development tools

DEVELOPER, CO-OP (JANUARY 2017 - PRESENT)

Awesense Inc. Vancouver

- Worked on the company's new project to increase volume of data ingestion and reduce processing time
- · In charge of maintaining the company's Datagen Module
- Succeeded in creating a self-sufficient, live data generation virtual machine which serves as a demo for potential clients

WORK EXPERIENCE

TEACHING ASSISTANT (SEPTEMBER 2016 - DECEMBER 2016)

CPSC 210, University of British Columbia, Vancouver

- Worked as an undergraduate TA for Computer Science course teaching Software Construction using Java
- · Job responsibility includes managing lab sections and hosting office hours

PROJECT TRAINEE (JUNE 2016 - JULY 2016)

Larsen & Toubro, Research and Development, Mumbai

- Worked in the R&D department tasked with exploring the ROS platform and utilize ROS for various image transformation using OpenCV
- Developed a software for automated lane detection on a marked road, through a webcam/video feed

INTERN (JUNE 2015 - JULY 2015)

TCS IT Solutions, Mumbai

- Worked in the IoT department tasked with communicating with the building's sensors built over the MODBUS protocol in a Java environment
- Developed a software which runs periodically to ascertain the building's power consumption and hourly electric usage

UPASS RENEW (LEAD DEV, MARCH 2017)

· A python script used to automatically renew a UBC Compass card monthly

SMOGON POPUPS (LEAD DEV, DECEMBER 2016)

• A chrome extension for www.smogon.com to display popups for abilities and items making site navigation easier and more intuitive

PLAY 10 (LEAD DEV, APRIL 2016)

- A fun twist to the age-old game of Tic Tac Toe featuring nine small boards
- Features offline multiplayer and a Player vs AI Mode
- Full-stack development with a minimal UI using shapes, improving user experience

PERSONAL PROJECTS

BLUETOOTH ROBODUINO CAR (LEAD DEV, MAY 2015)

- An Arduino based four-wheel differential car controlled from Android device via Bluetooth
- Built on top of a pre-made car chassis, Arduino was integrated with LED bulbs, motors and Bluetooth shield

PLAY IT (LEAD DEV, SEPTEMBER 2013)

- · A light-weight Android app to play music available locally on the device
- · Scans through device to find all available music and supports most audio formats
- \cdot Uses Google's voice recognition API to enable voice commands in the application
- Received over 22,000 downloads on the Google Play Store (unpublished) with a rating of 3.86/5
- · Highly commended for it's beautiful UI and intuitive user experience

HEAD OF TECHNICAL OPERATIONS AND DESIGN

Podar Summit 2014, Mumbai, India

 Led a team of 10 overlooking technical aspects and graphic design including development of the website from scratch

VOLUNTEER EXPERIENCE

- Expanded the event's targeted audience tenfold
- · Reduced logistic issues and strengthened the event's outreach

HEAD OF TECHNICAL OPERATIONS

Aura 2014, Mumbai, India

 Single-handedly developed the website for the event Increased the number of participants and budget for the event

EDUCATION

BACHELORS OF SCIENCE IN COMPUTER SCIENCE

University of British Columbia, Vancouver, Canada, August 2015 - Present

DEAN'S HONOUR LIST (MAY 2016)

AWARDS

Awarded to students with a standing of 80%, faculty-wide

BRAND AMBASSADOR OF R.N. PODAR SCHOOL (APRIL 2015)

Awarded to students to recognize their active participation outside academics