

(587) 707-2743



anish.khurana@uwaterloo.ca



<u>LinkedIn</u>



GitHub



Personal Website

Education

September 2021 - Present

University of Waterloo

Bachelor of Software Engineering

- Scholarships: UWaterloo President's Scholarship of Distinction \$2000
- Clubs: MedTechResolve Student Design Team

Awards and Certifications

- 2020
 Google IT Automation with Python Certification
- 2019
 SAIT Python Programming Diplom
- SAIT Python Programming Diploma2015-2019
- UCMAS Abacus & Mental Math Competitions Champion
- UWaterloo Pascal Math Contest Distinction

Volunteer Experience

January 2020-2021

Volunteer Assistant, JunioTech Kids Academy

- Encouraged learning and programming interest by teaching and assisting students with computing fundamentals, Python programming, and robotics at JunioTech
- January 2015 2021

Teaching Assistant, UCMAS Canada

- Developed 150 students' problem solving and arithmetic skills by teaching them the abacus and mental math over six years
- October 2019 June 2020

Treasurer, FFCA UNICEF

 Managed finances and transactions using Microsoft Excel through organizing fundraisers

Anish Khurana

Software Development Intern

Skills

- Programming Languages: Python, C++, C#, C, JavaScript, TypeScript, HTML/CSS, PHP
- Technologies: PostgreSQL, MongoDB, Unity, Git, Unix
- Frameworks: React, React Native, Python Flask, Node.js, jQuery, GraphQL, Jest, Pytest

Work Experience

O Software Development Intern - Web/Mobile Development

January 9, 2023 - Present

Okos Smart Homes, Calgary, AB (on-site)

- Worked on the development of a status icons feature for a Business-to-Business (B2B) application using the React-Admin library and the RESTful API endpoints created using Python Flask
- Implement a forgot password feature for the website and **React Native** mobile app following proper authentication security guidelines
- Develop and maintain the UI of the website and mobile app for the project managers and technicians
- Continuously test and debug new features to enhance user experience

OProject Team Member - Web Development

May 24 - August 8, 2022

Waterloo Experience (WE) Accelerate Program - Manulife Modern Web Application Design Stream

eButterfly Labs - Minimum Viable Product Project, Waterloo, ON (remote, project-based experience)

- Completed approximately 100 hours of workshops provided by Manulife, learning essential skills such as JavaScript and GraphQL, as well as Event-Driven Architecture and Test-Driven Development (TDD)
- Collaborated with a team of 5 developers to build an administration and customer-facing webpage as part of the eButterfly Labs Project
- Utilized TypeScript and React to structure the webpages and interact with the RESTful API using Python's FastAPI

Projects

O Blog Website

August 2022

June 2022

(https://github.com/programmer812/Blog-Website)

- Created a full-stack blog web application to allow users to anonymous post their thoughts on a public forum
- Used HTML/EJS and CSS to implement the structure and styling as well as Node.js and MongoDB to create the server and database
- Hardware Store Website

(https://github.com/Mehdi-Haned/skills-assignment-frontend)

- Created a mock multi-page hardware store website in teams of five
- Used React and CSS to build and style the website as well as implement page routing
- Math Notes to Latex Converter Course Design Project (https://github.com/rohanvedula/PaZaR)

September - November 2021

- Successfully created a python program in a group project
- Used Raspberry Pi, OpenCV, and OCR to capture the images and convert math equations into LaTeX characters
- Used the PyLaTeX library to compile LaTeX PDF documents
- Realm Rush Game

July - August 2020

(https://github.com/programmer812/Realm-Rush-Game)

- Used **C#** and the **Unity Game Engine** to create a tower defense game in less than a month
- Used the Breadth First Search algorithm to deduce the shortest path possible for the characters to take