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Anish Khurana

2A Software Engineering Student

Summary of Qualifications

- 3 years of experience in Python programming and 1 year of experience in C++ programming
- Knowledge of Node JS, RESTful API, and React through the completion of a web development skills course by Manulife
- Experience with TypeScript, React, and CSS through the completion of a web development project by eButterfly in a group
- Knowledge of HTML, jQuery, SQL, and MongoDB through the completion of various web development projects
- Time management shown through the completion of a game development project in less than a month using Unity and C#
- Working knowledge of Git and Linux
- Organizational skills demonstrated through actively managing the funds on Microsoft Excel for my high school's UNICEF club as a treasurer
- Enthusiastic, quick learner, and detail-oriented

Work Experience

- May 24 - August 8, 2022
Waterloo Experience (WE) Accelerate Program - Manulife - Modern Web Application Design Stream
eButterfly Labs - Minimum Viable Product Project
Project Team Member
Waterloo, ON (remote, project-based experience)
 - Completed multiple workshops provided by Manulife ranging from concepts such as JavaScript and React to Event-Driven Architecture and test-driven development
 - Worked on the development of a webpage that would display the list of users and resources as part of the eButterfly Labs project
 - Used TypeScript and React to structure the webpages and interacted with the RESTful API
 - Worked in a team to build two functional websites for eButterfly

Projects

- August 2022
Blog Website
(<https://github.com/programmer812/Blog-Website>)
 - Created a blog website using knowledge of the frontend and backend
 - Used EJS and CSS to implement the structure and styling as well as Node JS and MongoDB to create the server and database
- June 2022
Hardware Store Website
(<https://github.com/Mehdi-Haned/skills-assignment-frontend>)
 - Created a mock hardware website in teams of five
 - Used React and CSS to build and style the website as well as implement page routing
- September - November 2021
Math Notes to Latex Converter - Course Design Project
(<https://github.com/rohanvedula/PaZaR>)
 - 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
- July - August 2020
Realm Rush Game
(<https://github.com/programmer812/Realm-Rush-Game>)
 - Used C# and the Unity Game Engine to create a tower defense game
 - Used the Breadth First Search algorithm to deduce the shortest path possible for the characters to take

Education

- September 2021 - Current
University of Waterloo
Bachelor of Software Engineering
 - Scholarships: UWaterloo President's Scholarship of Distinction - \$2000

Awards and Certifications

- 2020
Google IT Automation with Python Certification
- 2019
SAIT Python Programming Diploma
- 2015-2019
UCMAS Abacus & Mental Math Competitions - Champion
- 2018
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