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## 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

# 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 JavaScript, 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
- 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

- June 2022  
Hardware Store Website - Web Development Project  
(<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 (Learned through online course)  
(<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
- November - December 2019  
Space Invaders Game  
(<https://github.com/programmer812/Space-Invaders-Game>)
  - Used the Pygame library and important python principles to create a retro game