Anish Khurana

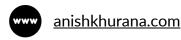
Software Development Intern

University of Waterloo - Bachelor of Software Engineering September 2021 - present (587) 707-2743

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Skills

- Programming Languages: Python, C++, C#, C, JavaScript, TypeScript, HTML/CSS, PHP, LaTeX, Motoko
- Technologies: PostgreSQL, MongoDB, Unity, Git, Unix, GCP, Raspberry Pi, Expo, Blockchain, Firebase, Supabase
- Frameworks: React, React Native, Python Flask, Node.js, jQuery, GraphQL, Jest, Pytest

Work Experience

Microart Services Inc, Software Engineering Intern - Mobile Development

September 5, 2023 - present

- Significantly improved data retrieval speed from Supabase by 33.45%, whilst maintaining the accuracy of the searches, through the innovative use
 of PostgreSQL's remote procedure calls (RPC), enhancing system efficiency
- Worked on an advanced web scraper in JavaScript, successfully extracting over 100,000 records with complex filtering from a website and storing them in a PostgreSQL database
- Innovatively developed a user reviews feature, elevating user accessibility and experience across our diverse and extensive customer base
- Implemented key features and resolved critical bugs for 2 **Bluetooth-enabled applications** using React Native, maintaining efficient data handling with **Firebase** and **Supabase** databases

Okos Smart Homes, Software Development Intern - Web/Mobile Development

January 9 - April 28, 2023

- 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
- Implemented a forgot password feature for the website and React Native mobile app in 2 weeks, following proper authentication security guidelines
- Developed and maintained the UI of the website and mobile app for 20+ project managers and 200+ technicians
- Continuously tested and debugged new features to enhance user experience

eButterfly Labs, Project Team Member - Web Development

May 24 - August 8, 2022

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

- Completed approximately **100 hours of workshops** provided by Manulife, learning essential skills such as **JavaScript** and **Jest**, 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 for 50+ users 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

Trivia King (github.com/programmer812/Trivia-App)

• Created a trivia app using **React Native** and **Expo Go**, which is released on the **Google Play Store**, where users can attempt quizzes over multiple topics and their scores will be recorded in the device's internal storage

Blog Website (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

Math Notes to Latex Converter - Course Design Project (github.com/rohanvedula/PaZaR)

• Created a python program in a group project that uses **Raspberry Pi**, **OpenCV**, and **OCR** to capture the images and convert math equations into **LaTeX** characters as well as the PyLaTeX library to compile the LaTeX PDF documents

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

Used C# and the Unity Game Engine to create a tower defense game where the enemy deduces the shortest path possible using the Breadth First Search algorithm