

Anish Khurana

Software Development Intern

University of Waterloo - Bachelor of Software Engineering
September 2021 - present



(587) 707-2743



anish.khurana@uwaterloo.ca



[linkedin.com/in/anish-khurana](https://www.linkedin.com/in/anish-khurana)



github.com/programmer812



anishkhurana.com

Skills

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

Work Experience

Microart Services Inc, Software Engineering Intern - Mobile Development

September 5 - December 22, 2023

- 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, 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 anonymously 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