

Aditya Keerthi

1A Software Engineering

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Skills

- Objective-C
- JavaScript
- Node.js
- AngularJS
- MongoDB
- JQuery
- SQLite
- UX Design
- Python
- Git
- Bash
- HTML/CSS
- ActionScript 3
- Visual Basic
- C
- Mobile Development

Education

University of Waterloo (2015-2020)

Bachelor of Software Engineering (BSE)

Glenforest Secondary School (2011-2015)

Ontario Secondary School Diploma

International Baccalaureate Diploma

Activities: Computer Science Club, DECA, Reach for the Top

Awards

DECA Marketing Team Decision Making Event

4th Overall at the DECA Ontario Provincial Competition
Top 15 Roleplay at the DECA Ontario Provincial Competition
Top 10 Written at the DECA Peel Regional Competition

Canadian Computing Competition (Junior Division)

Ontario Central and West Winner, Perfect Score (75/75)

DECA Financial Services Team Decision Making

Top 15 Written at the DECA Ontario Provincial Competition

Certificate of Academic Excellence (High School)

Achieved an average of 80% or greater in all semesters

Experience

iOS Developer Intern (May 2015 - August 2015)

Scotiabank

- Developed, enhanced, modified and maintained an app for Scotia McLeod Wealth Advisors
- Gained extensive experience working with UIKit and other iOS frameworks
- Practiced OOP and followed the MVC design pattern
- Rewrote and refactored legacy code to follow best practices
- Reduced memory leaks and resolved performance issues
- Utilized Git for source control, through a command-line and GUI interface
- Interfaced with Salesforce data and internal APIs
- Worked closely with developers, designers and analysts to fulfill the needs of the business

Instructor (2011 - 2015)

Tuts+

- Wrote two pieces of content for ActiveTuts+ and one article for GameDevelopmentTuts+
- Developed Commando, a Flash debugger capable of changing code at runtime
- Obtained recognition from the Adobe Flash Platform for working on Commando

Projects

C60 (September 2015)

Hack the North

- Developed a Pebble Watch app for real-time networking, which works by simulating near field communication
- Built with Javascript, JQuery, PebbleJS, and Firebase
- Responsible for creating a web app for users to manage their account data

Cover Grabber (July 2013)

- Built an application for BlackBerry 10, capable of grabbing album art, using ActionScript 3
- Utilized last.fm API and developed custom reverse lookup API (find album title by song)
- Featured on CrackBerry.com, the world's largest site for BlackBerry-related information