

# Rahul Chaudhary

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## SUMMARY OF SKILLS

### LANGUAGES/Frameworks

Experience in:

JavaScript • HTML5 • CSS • JQuery  
Node.js • Express • Java • SQL • XML  
MongoDB • Python • C • C++ • Verilog  
Flask • PHP • MySQL • Google Datastore  
Racket/Scheme • C# • SCOPE

### TOOLS

LaTeX • Eclipse • Sublime • GitHub  
SVN • Linux • GameMaker • Unity

## EDUCATION

### UNIVERSITY OF TORONTO

#### B.Sc IN COMPUTER SCIENCE

Expected May 2017 | Toronto, ON

Cumulative GPA: 3.77

Dean's Admission Scholarship

Dean's List (1st, 2nd and 3rd Year)

Department of C.S. Ambassador

## LINKS

Github:// [rahulch95](https://github.com/rahulch95)

LinkedIn:// [rhlcy](https://www.linkedin.com/in/rhlcy)

My Page:// [rhlcy.com](https://www.rhlcy.com)

## COURSEWORK

### UNDERGRADUATE

Computer Graphics  
Operating Systems  
Design (UX and UI)  
Computer Networking Systems  
Visual Computing  
Neural Nets  
Artificial Intelligence  
Visual Computing and Graphics  
Algorithm Design and Analysis  
Functional Programming  
Data Structures and Analysis  
Computational Theory  
Software Design  
Software Tools (Unix and C)  
Relational Algebra and Advanced  
Databases

## EXPERIENCE

### MICROSOFT | SOFTWARE ENGINEER INTERN | REDMOND

May 2016 – August 2016

- Built and contributed to tools in the Business Data Insights team by collecting, visualizing and analyzing telemetry data.
- Wrote optimized SCOPE (C# and SQL) queries to work on massive amounts of data on Cosmos (Microsoft's Big Data Platform).
- Created self-updating visualizations and collected actionable insights to increase customer retention.

### WEPAY | SOFTWARE ENGINEER INTERN | PALO ALTO

May 2015 – August 2015

- Created data signals used for fraud detection purposes by recording and gathering huge amounts of data from APIs and databases.
- Built a industry level RESTful service as well as a front-end UI that uses the RESTful service, to be used by Risk Analysts and the machine learning model to gain more information about current customers.
- Reduced database load by building a data pre-aggregating system.
- Fixed and optimized several different sections (front-end and back-end) of the code base.

### UNIVERSITY OF TORONTO | STUDENT RESEARCHER | TORONTO

May 2014 – August 2014

- Student Researcher at University of Toronto as part of the selective research opportunity program testing effects of complexity of controls on a visually impaired gamer.
- Coded an audio game from scratch in less than 8 weeks independently.
- Went through multiple processes of testing the game, during and after, its development on visually impaired people.

### UNIVERSITY OF TORONTO | TEACHING ASSISTANT | TORONTO

September 2016 – December 2016

- In charge of weekly lab sessions for a first year computer science course at University of Toronto.
- Explaining and clarifying everything from basics of computer science, to database queries and plotting graphs.

## PROJECTS

### LIFETEXTS | NODE.JS AND EXPRESS

UofT Hacks 2015

- Developed an app to gain access to data like weather, news, directions, nearby places, stocks etc. without the use of the Internet (using text messages).
- Built the server that replies to the texts with the right information by using a combination of web parsing and some APIs.