# Rohan Gupta

## 2B Management Engineering

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## Skills

**Languages:** Java
**Web Dev:** HTML, CSS, JavaScript, JQuery, Ruby on Rails
**Mobile Dev:** React Native, Android Studio
**Data:** Tableau, VBA, R, SQL

**Testing:** TestComplete, Cucumber, JUnit
**Version Control:** Git

**Project Management:** Agile, Root Cause Analysis, JIRA, Confluence

## Education

University of Waterloo

**Honours Management Engineering, B.A.Sc. 2018-2023**

• WEEF Representative

### Courses
Data Structures & Algorithms (Java, JUnit)
Database & Software Design (Ruby on Rails, SQL)
Statistics & Probability (R)

## Extracurriculars

**Hackathons:** Hack the North
**Robotics:** First Robotics
• Electrical Lead - Team 6378
**Lifeguarding:** City of Mississauga
**Cross Country:** Lynx XC
• Co-Captain: Most Spirited Player
**Piano:** RCM
• Grade 7: First Class Honours with Distinction

## Work Experience

### OPTrust
Test Automation Engineer

• Conducted manual and automated regression testing for web and desktop applications within a UAT, Pre-Production environment
• Automated 100+ test cases using TestComplete
• Created an end-to-end script in JavaScript using Data Driven programming, increasing productivity in test data setup by over 50%
• Collaborated with the automation team to design framework for automated testing
• Explored the implementation of Behavior Driven Testing using Cucumber and Cross Browser testing
• Implemented technical solutions provided by third party vendors for the testing automation platform

### Independent Electricity System Operator (IESO)
Contract Operations Co-op

• Prepared 7 million data points using data blending and extraction methodologies
• Utilized aggregate or logical functions in Tableau to analyze Hydro One's solar power generation data and calculate capacity factors
• Developed over 20 visualization models to improve decision-making which was presented to the engineering department and upper management
• Engineered audit and compliance tool which identified 200+ contract breaches

## Projects

### Multi-Go
React-Native

• Developed React-Native app using Google Maps APIs that provides users multiple modes of transportation within their trip

### CubeTron
JavaScript (Three.js), HTML, CSS, JQuery

• Implemented Three.js library to create a 3D virtual gaming environment with an infinite number of opponents
• Incorporated multidimensional arrays, 3D model manipulation and a random spawning algorithm to generate maps, enemies and ammo crates

### SpeedRun
Java (libGDX)

• Utilized OOP principles such as inheritance, encapsulation and abstraction to redesign a Mario platformer featuring AI opponents