

Roshan Munjal

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Summary of Skills

• **Programming Languages:**

- Python, Java, HTML through online courses on Coursera (such as MIT's course 6.00.1x).
- Game development experience in Java using libGDX.

• **Hardware Experience:**

- Exposure to electrical components of FIRST Robotics such as the roboRIO.
- Experience with Arduino and Raspberry Pi kits through high school in the Arduino Club.

Extra-Curricular Activities

Member of FIRST Robotics Team | Oct. 2016 – Apr. 2017

- Analyzed other teams and led strategy development for the games. Learned fundamentals of programming the robot in WPILib in Java.
- Attained 7 awards in Regional tournaments and qualified for the FIRST World Championship.

President of the Chess Club | Sept. 2013 – May. 2017

- Led my high school chess club and team. Participated in several tournaments and helped improve players' skills through weekly chess activities.

Projects

Destin AI Chat-bot | July. 2017

- Developed a functioning chat-bot that responds to queries about information in different parts of the world. Utilized Microsoft's API LUIS and programmed in JavaScript.

Chess Game and Engine | July. 2017 –

- In the process of developing a chess game and engine in Java. Analyzes previously completed games and uses the Minimax algorithm to find an optimal move in a scenario.

Simple Dungeon Game | May. 2017 – June. 2017

- Developed a simplified version of the indie game "Enter the Gungeon" using libGDX in Java.

Competitions

Canadian Computing Competition | Feb. 2017

Mathematics Contests | Feb. 2017

- Achieved top 5% in Fermat, Cayley, and Hypatia Waterloo Mathematics contests.

ECOO Programming Competition | Feb. 2017

Education

Candidate for Bachelor of Computer Science | University of Waterloo | Sept. 2017 –

- Attending the University of Waterloo for Computer Science with a possible minor in Statistics.