

# SANAT BHALLA

LEARN.... BUILD.... INNOVATE.... REBUILD....

## SUMMARY

- Developed a Data Exploration and Visualization project for the UWDSC (University of Waterloo Data Science Club)
- Showcased an aptitude for learning and implementing various skills and technologies like Git and Machine Learning by attending multiple hackathons and kaggle competitions

## PROJECTS

### CONNECT X GAME | C/C++

- Developed a backend model for the game connect x
- Unlike the conventional connect4 game having 6 rows, 7 columns and a length of 4 consecutive positions to win, the algorithm of this model allows the moderator to create any positive number of rows, columns and length to win

### DATA VISUALIZATION | Python

- Developed visualization tools for NBA statistics using Jupyter Notebooks
- Used Python Libraries such as Numpy, Pandas to explore the data and wrote algorithms to find the insights
- Used Plotly to visualize the refined data and present it to draw out conclusions

### ACCOUNTS | C/C++

- Developed an accounting backend model using C++ allowing user management of different types of accounts
- Added functionality for various operations like crediting and debiting funds from accounts
- Used Object Oriented Programming to create classes for types of accounts

### STOCK MOVEMENT VISUALIZER | Node.js

- Developed an [app](#) to visualize changes in stock prices
- Designed front-end of the web app using HTML-CSS and hosted on Heroku
- Added functionality using JavaScript
- Scraped data from multiple sources, and connected to APIs using Node

## ACTIVITIES

### HEAD BOY (2019 - 20)

- Headed the students' council (2019) and was responsible for major decisions in maintaining the school's decorum
- Nominated by the school for Indo-Russian meet

### Vice Head Boy (2018 - 2019)

- Organized various activities as well as planned big events for the school and managed contributions (both financial and in kind) of over 5000 students
- Collaborated with different individuals/groups at different stages to represent my school

### MADHURMAYEE (2019)

- Taught English to middle-school students in Odisha, India
- Helped me develop a polite/humble nature required for a professional environment.

### National Level Basketball (2017 - 2019)

- Was a part of the state team for Youth National Basketball Championship (2018) and Junior National Basketball Championship (2019)
- Represented my school at School National Basketball Championship (2017 & 2018) organized by SGFI (School Games Federation of India)

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## EDUCATION

### University of Waterloo

Waterloo, Canada

2020 - 25 (expected)

Candidate for Bachelor of  
Computer Science

### DPS Kalinga

Cuttack, India

2006 - 20

AISSSE - 92.4% | AISSCE - 96.6%

## SKILLS

### Experienced -

- Python
- C/C++
- Javascript
- Git
- DrRacket
- SQL
- HTML-CSS
- Node.js

### Currently Learning-

- Apache-Spark
- R
- MongoDB

## AWARDS

- University of Waterloo's President's Scholarship of Distinction
- Microsoft Professional Orientation : Big Data
- Master DPSK 2020 at DPS Kalinga
- Highest Scorer at National Basketball Championship 2019

## INTERESTS

Data Science  
Software Engineering  
Machine Learning  
Artificial Intelligence  
Game Development