AYUSH JANGIDA

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SKILLS

CODING SKILLS: C, C#, C++, Java, Python, HLSL, SQL, NoSQL, HTML5, CSS3, PHP, JavaScript, Typescript
FRAMEWORKS: Node.js, React.js, Vue.js, Sinon.js, chai.js, D3.js, ExpressJS
DEVOPS AND API TOOLS: Git, Docker, Kubernetes, Azure Devops, AWS Terraform, Swagger, Bitbucket, Postman, Selenium
SOFTWARE TOOLS: Unity, Visual Studio, Jupyter, PowerBI, Android Studio, QGIS, Bash, Linux, JIRA
OTHERS: Data Structure & Algorithms, SDLC, OOPS Principles, Agile (Scrum/Kanban), Debugging, Microservices

PROFESSIONAL EXPERIENCE

HP ANYWARE - BURNABY, BC *(Node.js, ExpressJS, Python, Kubernetes, Bash, Docker, Git, Azure, microservice)* **Sept - Dec 2023**
Associate Software Developer - Saas Services Co-op

- Integrated Fleet Manager VMs into the Anyware Manager portal as a new workstation provider for end users.
- Implemented and debugged REST API endpoints using Node.js. Used Docker and K8s to run the application.
- Developed unit tests using Chai and Sinon.js and E2E tests using Pytest for quality assurance.
- Extensive use of Git and Jira to incorporate web services into the CI/CD pipeline using Agile methodologies.
- Updated cache naming convention in Redis server to separate it for each microservice to prevent from cache poisoning.

BC FERRIES - VICTORIA, BC *(ReactJs, Java, Swagger)* **June - August 2023**
IT Developer Co-op

- Designed and implemented PL/SQL scripts, Java Spring Boot API framework, and SQL database schemas.
- Documented APIs with Swagger, ensuring clarity, and also utilized it for comprehensive API endpoint testing.
- Designed Trailer Movement front-end web services using React.js and backend services using Node.js.
- Maintained code logs and version control using Bitbucket for effective tracking and team collaboration.

LLAMAZOO - VICTORIA, BC *(Unity, C#, HLSL, QGIS)* **May - Sept 2022**
Research Intern

- Applied Data Visualisation knowledge to work on the Cumulative Effects project, an environmental analysis project conducted by the BC Government and Indigenous People.
- Developed 3D interactive prototypes in Unity using C# and HLSL language.
- Converted shapefile to GeoJSON using QGIS and transformed it into meshes for terrain-based data display in Unity.
- Brainstormed visualization ideas with the company mentor, research supervisor, and a post-doc colleague.
- Identified issues and documented methods to enhance the company's current visualization.

MASTER THESIS

RESEARCH ON SPATIAL DATA PERCEPTION IN 2D AND 3D SPACE (*Unity, C#, HLSL, Python, QGIS)* **Jan 2022 - March 2024**

- With the use of an eye-tracker, investigated whether 2D, 3D, or a combination of both views is suitable for a particular task such as navigation, searching, value reading, etc.
- Designed and developed software in Unity using C# and HLSL through which users can interact in 2D and 3D space.
- Used Python extensively to analyze and report quantitative data collected during the experiment.
- Taken initiative to conduct EyeLink Plus 1000 eye-tracker training and set up sessions to successfully learn and finish objectives within a given timeline.

PROJECTS

STOCK PRICE PREDICTOR *(Python, Data Mining, Machine Learning, Jupyter, PowerBI)* **Sept - Dec 2022**

- Developed LSTM Neural Networks, and Random Forest Algorithm in Python to predict closing price of McDonalds stock at
- n + 1 day using past n days of data.
- Performed feature engineering, hyper-parameter tuning and data preprocessing to produce results.

ANDROID STUDIO PERSONAL PROJECTS *(Java, XML, Gradle, Google Firebase, API)* **May - Dec 2020**

- Developed applications like TwitterClone, InstagramClone, and EarthquakeApp that used XML for front-end and Java for back-end services.
- Connected Google Map API to display earthquake data on maps and stored data using Firebase NoSQL.

EDUCATION

MSc IN COMPUTER SCIENCE, THESIS BASED *University of Victoria* **September 2021 - April 2024**

B.E. IN INFORMATION TECHNOLOGY *University of Mumbai | GPA: 8.91/10* **June 2017 - May 2021**

ACHIEVEMENTS

- Received a University of Victoria Graduate Scholarship Award (Computer Science) for the academic year 2021 - 22 and 2022 - 23 for achieving high academic standing and contributions as TA.
- Presented my research work at Graphical Interface Conference 2023.
- Developed a novel C# script that connects EyeLink 1000 Plus eye-tracker API to Unity for Master's Thesis Project.