SANAT BHALLA

s24bhall@uwaterloo.ca +1 (647) 997-6244 LinkedIn - SanatBhalla GitHub - s24bhall sanatbhalla.me

EXPERIENCE

Embedded Software Developer

Waterloo, ON (Remote)

Ford Motor Company

Dec 2021 - Present

- Working on developing the UX framework on the SYNC Bench of Ford Mustang using React and JavaScript
- Developing a middleware using C/C++ to increase the efficiency of the applications
- Making API calls in C/C++ to the native JavaScript backend to optimize the reaction time

Co-Founder & ML Researcher

Waterloo, ON

Crypto.io

Aug 2021 - Present

- Developing an automated trading software for Crypto currencies based on historical data and sentiment analysis of the market trends
- Designing a Neural Network using NLP and Image Recognition in a Semi-Supervised form to train the model with data accessed from various sources such as Twitter, Yahoo News etc
- Designing a decision tree for the model to calculate the expected impact of each data centric and sentiment based decision to improve the accuracy of the model

Data Engineer

Ottawa, ON (Remote)

InnovaPost

May - Aug 2021

- Worked on a continuous ongoing project to shift all the Canada Post data from Legacy Oracle Servers to the Cloud Databases in an Agile and Scrum format
- Developed Initial and Delta Load ELT Pipelines using Python that performed various transformations to move data from Oracle to Azure SQL Server
- Used Azure Data Factory as an Orchestrator to accommodate the pipeline and made Spark API calls to trigger Databrick notebooks
- Developed and Documented unit tests to check the working of different parts of the Data Pipeline at the functional level

PROJECTS

Movie Recommender | Python

February 2021

- Developed a Machine Learning Movie Recommendation System using Python based on the concept of **User-User Collaborative Filtering**
- Used Python Libraries such as Numpy and Pandas to work with DataFrames, arrays and wrote various algorithms to clean, standardize and structure the final solution

Hydra Card Game | C/C++

August 2021

(Private Repository, message to see)

- Developed the backend of a computerized card game using Object–Oriented Programming and advanced C/C++ concepts such as smart pointers, inheritance, polymorphism
- Managed memory on the heap using smart pointers thus making the program more efficient
- Implemented a user friendly MVC (Model View Controller) design pattern that promoted high cohesion, low coupling and the concept of encapsulation and information hiding

Stock Movement Visualizer | JavaScript

December 2020

- Developed an app to visualize changes in stock prices
- Designed front-end of the web app using HTML-CSS, added functionality with JavaScript and hosted using Heroku
- Monitored the backend during the runtime using NodeJs/Nodemon

EDUCATION

University of Waterloo

Waterloo, Canada

2020 - 25 (expected)

Candidate for Bachelor of Computer Science

Member of UW Data Science Club

DPS Kalinga

Cuttack, India

2006 - 20

AISSE (class 10) - 92.4% AISSCE (class 12) - 96.6%

SKILLS

Languages

Python, C/C++, JavaScript, SQL, R, HTML/CSS, DrRacket

Data Science / Engineering

Scikit-learn, MySQL, Apache Spark, Databricks, MongoDB

Software/Web Development

React.js, TypeScript, Angular, Bootstrap, NodeJs/Nodemon,

Others

Git, GitHub, Cloud Services (Azure, AWS, GCP)

ACTIVITIES

Data Science Club (2020 - 21)

- Developed a **Data Visualization Project on NBA Statistics** using Jupyter Notebooks for the UW Data Science club that helped me understand the basics of Machine Learning models
- Used Python Libraries such as Numpy and Pandas to explore and clean the data
- Used Plotly to visualize and present the data to draw conclusions

School Head Boy (2018 - 20)

- Headed the students' council (2018-20) and organized various activities as well as planned large events for the school
- Nominated by the school for Indo-Russian meet held at New Delhi, India