

Sachin Apiah

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Education

UNIVERSITY OF WATERLOO

BS IN MECHATRONICS ENGINEERING

April 2021

Waterloo, Canada

Links

GitHub **sapijah**

LinkedIn **sapijah**

Coursework

Algorithms and Data Structures

Experimental Measurements and

Statistical Analysis

Microprocessors and Digital Logic

Computer Structures and Real-Time

Systems

Database Systems

Co-operative and Adaptive Algorithms

Digital Control Systems

Software Design and Architectures

Machine Intelligence

Skills

PROGRAMMING

Java • Kotlin • Python • C/C++ • SQL •
VBScript • MATLAB

FRAMEWORKS & LIBRARIES

Android Jetpack • Flux-Redux •
Retrofit • OkHTTP3 • RxJava •
Coroutine • Glide • Koin • Room •
JUnit-Mockito-Robolectric • Spotify
& Google Maps API • Spring • Firebase •
Git

Recent Projects

PARTIFY

Music control Android Application for small parties. Host can share party code and participants can join and queue tracks from Spotify. Queuing is modified based on participant interest using a up-vote & down-vote functionality similar to Reddit. Application includes integration with Spotify API and native music player.

ANA VITALS - FINAL YEAR DESIGN PROJECT

Hardware Module that collects 5 key vitals (Heart Rate, Blood-pressure, Blood Oxygenation, Temperature & Respiration Rate) and Android application for communication (Bluetooth & Websockets) & visuals

Work Experience

SOFTWARE DEVELOPMENT ENGINEER, INTERN

YAHOO

May '19 – Aug '19 & Jan '20 – Aug '20

Sunnyvale, California

- Developed new features and fixed bug targeted towards production within the Yahoo Mail Android application
- Involved in a major development cycles involving architectural changes and codebase migration towards a Flux-Redux architectural pattern
- Worked on the components & experience surrounding the message list and message view pages
- Developed light & dark theming functionality
- Built new product additive from ground-up within the Yahoo Mail Android application. Effort included Google Maps API integration with core Yahoo Mail platform APIs to enhance deals recognition and user experience

AGILE SOFTWARE ENGINEER, INTERN

TRIBALSACLE

Sep '18 – Dec '18

Toronto, Canada

- Developed micro-services using Spring framework, Mobile applications & FireTV applications for multiple client & internal projects
- Uprooted and optimized the CI/CD process for multiple projects within the company using Pivotal's Concourse 1.0 & 2.0 platform as well as Bitrise
- Practiced strict TDD, XP & Agile development principles through all the projects

SOFTWARE ENGINEER, INTERN

ATERICA HEALTH

Jan '17 – Jan '18

Waterloo, Canada

- Introduced - developed - fixed features & bugs for the mobile applications (Android & iOS)
- Involved in the development of features involving the Bluetooth stack, Location Services, Notifications and UI features
- Developed CI/CD process for the mobile applications and the Back-end platform using CircleCI
- Practiced strict TDD & Agile development principles through the code delivery cycles

MECHATRONICS ENGINEER, INTERN

UGO LABORATORIES

May '16 – Aug '16

Montreal, Canada

- Built a POS android application for item selection and payment processing using Moneris Payment solutions
- Help build the mechanical smoothie mixer arm and developed its functionality using an Arduino board and several other electrical peripherals
- Re-designed & wired the control box with a better and more standardized wiring and optimized the electrical components based on the voltage and current requirements.