


Saswata Gupta

SOFTWARE ENGINEER

projects

OpenGL Physics Simulator 2016-2017

Graphically integrated sandbox

 C | C++ | OpenGL

- Object-oriented design with Shader, Mesh, and PhysicsObject classes
- Responsive design to function effectively on any machine

Quest Cabochon 2016

Web Browser Role Playing Game

 JavaScript | Phaser | NodeJs

- Multiplayer supported with NodeJs server
- Includes completed graphics and audio as well as many game play mechanics

LIBestimote 2015-2016

Android app with Estimote beacons

 Java | XML | Estimote API

- Locational library system
- Features include finding books based on location followed by directions to the book

education

University of Waterloo 2016-2021

Honors Software Engineering Co-op
Candidate for Bachelors of Software Engineering

Glenforest Secondary School 2012-2016

International Baccalaureate Diploma Program Graduate

skills

- C / C++
- Python
- JavaScript
- HTML / CSS
- Object-Oriented Programming
- NodeJs
- OpenGL
- Android App Development

profile

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experience

Marking Assistant | Kumon 2015-2016

Demonstrated diligence with consistent large workload
Communicated with students effectively

Warehouse Volunteer | Habitat for Humanity 2015

Formulated plans for product placement in the warehouse
Managed team of volunteers to effectively organize products

awards

Magna Family Scholarship 2016

A scholarship worth \$3000 per year awarded for excellency in academics and showing involvement in the community

Euclid Math Contest Entrance Scholarship 2016

Awarded for placing in the top 10% in the 2016 Euclid Math Contest hosted by the CEMC

Bronze Medalist at Canadian Computing Olympiad 2015

The top 25 scores from the Canadian Computing Competition are invited to participate in the CCO