

Shubh Joshi

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Education

University of Guelph

Expected April 2023

Bachelor of Computing (B.Comp) in Computer Science (Co-op)

Guelph, ON

- Minor in Business

Skills

- Programming Languages: C • Java • JavaScript • Python • PowerShell
- Front-end Technologies: HTML/CSS • JSON • React • XML
- Mobile Development: React Native • Apache Cordova • Flutter
- Database Technologies: MySQL • PostgreSQL
- Other Technologies: GitHub • JIRA • Agile Methodologies • SharePoint Online • Power Automate Flows

Experience

Junior Software Engineer

Jan 2022 - Aug 2022

Sun Life Financial

Waterloo, ON

- Reviewed and revised software source code to meet new user requirements and technical specifications
- Assisted in the development of technical documentation and updating project repositories on GitHub.
- Worked closely with writing/testing SQL and PowerShell scripts.
- Employed debugging tools to promptly correct code issues within XML and SQL scripts.
- Decoded and sorted JSON data using Python.

Application Developer

May 2020 - Dec 2020

CIBC

Toronto, ON

- Worked closely with debugging, testing, and writing SQL scripts.
- Guided team in layout modifications to improve functionality, worked with SharePoint Online and SharePoint 2013.
- Updated technical documentation, product specifications and technical training materials.
- Worked closely with designing, implementing, and testing Power Automated Microsoft Flows on SharePoint Online.
- Used VBA to modify and run macros to automate repetitive data.

Projects

"Planty"

Jan 2023 - Present

- Our team created an innovative mobile application that enables seamless tracking and categorizing of plants for optimal health and thriving.
- Team-based project using Flutter, Dart, and GitHub.

"Jain Bites"

Mar 2019 - Feb 2020

- An interactive mobile application was developed to help users find restaurants that meet their dietary needs.
- Currently has over 500 downloads between the Google Play Store and App Store.
- Team-based project using JavaScript, HTML/CSS, Apache Cordova, and GitHub.

Chess AI Game

Feb 2023-March 2023

- A Min-Max tree with an A-B pruning algorithm was utilized to develop a 1/2 player Chess AI game.
- Developed using Python programming