

# Shubh Joshi

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**Languages:** C (Exp: 4+ years), Python (Exp: 3+ years), JavaScript (Exp: 2+ years), Java, C++, PowerShell

**Framework/Technologies:** MySQL (Exp: 3+ years), React, Node.js, React Native, HTML/CSS, Flutter

## Work Experience

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### Sun Life Financial – Jr. Software Engineer

01/2022 – 08/2022; Waterloo, ON

- Contributed 100+ hours designing and implementing key back-end components for "File Transfer" project using **PowerShell** scripting.
- Developed numerous **SQL** queries, in conjunction with **PowerShell** scripting to enable retrieval and updating of vital data from the SQL database.
- Utilized **XML** to format and store structured data within the SQL database, concurrently debugging XML and **Python** scripts for testing purposes.
- Aided in the creation of technical documentation, simultaneously maintained project repositories on GitHub.

### CIBC - Application Developer

05/2020 – 12/2020; Toronto, ON

- Developed **SQL** queries to Implement pivotal components for the database migration project, contributing 150+ hours.
- Engineered the migration to **SharePoint Online** and designed all Microsoft Power Automated Flows, boosting operation **efficacy by 20%**.
- Devised technical documentation for new hires and used VBA to automate various reporting processes to increase efficiency.

## Projects

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### "Jain Bites"

- Developed a full-stack mobile application that utilizes the Google Maps API, specifically tailored to assist users in locating suitable restaurants that align with their vegetarian and Jain dietary preferences, all based on their current location.
- Garnered a user base of over **700 downloads** across both the App Store and Google Play Store.
- **Tech Stack:** JavaScript, Apache Cordova, HTML/CSS, Google Maps API, GitHub.

### "Bloom Buddy"

- Engineered a full-stack mobile application that enables seamless tracking and categorizing of plants, enhancing plant health and vitality management for users.
- **Tech Stack:** React Native, Dart, Flutter, Trello.

### Chess AI Game

- Implemented a Min-Max tree with an A-B pruning algorithm to develop a 1-2 player Chess AI game.
- **Tech Stack:** Python.

### Iris Dataset Analysis

- Implemented K-means clustering and Decision Tree classification algorithms to evaluate their effectiveness and accuracy.
- **Tech Stack:** Python.

## Education

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### University of Guelph

09/2018 – 05/2023; Guelph, ON

Bachelor of Computing - Computer Science

- **Relevant Courses:** Data Structures and Algorithms, Intro to AI and Testing, Software Engineering, Database Concepts, Machine Learning.