

Taher Ankleshwaria - Year 2, Computer Science Major

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EDUCATION

University of British Columbia, Vancouver, BC

Sep 2018 - Apr 2022

BSc - Computer Science Coop Student (82.7%)

SKILLS

Languages: Python, JavaScript, Java, C++, HTML, CSS, SQL, JSON

Technologies: React, Redux, Node.js, Express.js, PostgreSQL, NoSQL, MongoDB, Sass, Bootstrap, Git, Linux

Skills: CRUD development, Agile and Scrum Methodologies, RESTful APIs, Full Stack Development

PERSONAL PROJECTS

HAPPY HOUR LOCATOR - FULL STACK WEB APPLICATION - React, Node, Express, SQL, RESTful API, CRUD

- Full stack web application that acts as a visual CRUD database of happy hour events around Vancouver. Complete with a map view, implemented with the help of two external remote APIs, and an accompanying table view
- Front-end styled with CSS and Bootstrap, developed with React; utilizing React routers, React hooks and React's context API
- The back-end comprised of a JSON based RESTful API developed through Node and Express, with PostgreSQL as the database that stored information received from both the user and the two external remote APIs

UNIVERSITY SOCIAL NETWORKING APP - YCombinator 2020W Interviewee

<https://www.getdime.ca/>

Founding Engineer - Startup, Agile, Scrum, UI/UX Design, Dart, Flutter

- Led the front-end design, development and maintenance of a social media mobile application centered around students and campus life through features like messaging, reddit style channels, a "people around you" feature and our special social cards
- Acquired 9000+ downloads (30% retention) in 2 weeks. Using Agile development and the Scrum methodology, new features were continuously rolled out after launch while simultaneously improving upon old ones
- Communicated closely with users and beta-testers to address bugs and enhance the experience and features on our app
- Implemented an attractive and user-friendly UI/UX experience with dart code and the cross-platform framework flutter

AI SNAKE GAME - Python, Search Algorithms, Object Oriented Programming

- Developed a Snake game using object oriented design in Python using the Pygame library
- The snake is programmed to use either a breadth-first search or the A* algorithm to find the shortest possible path between its head and the food while considering the surrounding obstacles

PERSONAL BUDGET MANAGER - DESKTOP APPLICATION - Java, OOP, JUnit Testing, Design Patterns

- Developed an object oriented solution to tracking a user's spending. Users are able to create multiple categories with assigned monthly budgets to organize their purchases into
- Developed in Java and utilized the observer design pattern for communication between the categories and purchases classes. JUnit was implemented for unit testing and Java's Swing toolkit helped develop the GUI

WORK EXPERIENCE

Shoppers Drug Mart, Fort McMurray, Canada - Cashier

Jul 2017 - May 2018

- Processed a daily average 200 transactions, yielding a 99% accuracy after reconciling the cash drawer at shift's end. Helped customers complete purchases and grossed the highest count of donations and reward program sign ups among coworkers