TAPAS RASTOGI

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EDUCATION

University of Toronto, Scarborough

Specialist in Computer Science(Co-op) and Major in Statistics

September 2019 - June 2023

Overall CGPA: 3.56/4.00

TECHNICAL STRENGTHS

Languages Technologies Python, C, Java, Kotlin, HTML, CSS, JavaScript, Angular, React, SQL Git, OOP, SDLC, Software Design, Agile Scrum Methodology, CI/CD, JIRA Node.js, Express.js, Maven, MongoDB, RDBMS, Neo4j, REST APIs, JSON Linux, TDD, Unit Testing, AJAX, Flutter, Android Studio, Firebase, VS Code

WORK EXPERIENCE

Android Mobile Lab Assistant

May 2021 - Present

MADLabs, University of Toronto

- · Working on the Android app development of an iOS Graduate Student Mental health and wellbeing app from scratch
- · Developed new workshops and assisted with the development and testing of Android apps
- · Maintained development resources, support material and helped fellow students through peer support

PROJECTS

African Impact Challenge - Community and E-learning Platform

May 2021 - Present

- · Building a community and E-learning web application platform to be used by African Entrepreneurs in the African Impact challenge
- · Working on the Front-end and Back-end of the platform through user stories, product backlogs, CRC Cards, and System design documents, enabling a better understanding of client requirements and the technologies to use
- · Used Agile Software Development, SCRUM principles, MVC Architecture, Git, and JIRA to develop and manage all the required features of the project coupled with weekly sprints, standups, CI/CD, and Git workflow

The Six Degrees of Kevin Bacon

May 2021

- · Implemented the backend for a service that computes the Six degrees of Kevin Bacon, finding the shortest path between Kevin Bacon and a given actor (via shared movies), using a specific dependency injection framework (Google Dagger2) and Neo4j as the database management system
- · Utilized Java, Maven, Git, Gitflow, CI/CD, and enterprise design patterns to create REST API endpoints that are supported by Neo4j graph databases

Mock Linux shell

October 2020 - December 2020

- · Collaborated with a group of classmates to implement a mock shell program using the Agile SCRUM software development process in Java and principles of Object-Oriented Programming.
- · Implemented and brainstormed various software design choices and patterns to implement CRC cards for well-designed code.
- · Coordinated all tasks between group members to ensure all stages of the software development process was followed to ensure timely completion of all mock user and client requirements.