Tejas Wadiwala

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Computer Science graduate student looking for a potential Software Development opportunity. Having work experience with both big and small teams in a fast-paced innovative and agile environment. Adept at handling ambiguous or undefined problems. Team player and an efficient leader committed to providing quality work with keen attention towards detail in pressure situations.

Education

Master of Science in Computer Science — September 2020
Lakehead University (Cumulative GPA - 89.60%) — Thunder Bay, Ontario

Bachelor of Engineering in Computer Engineering — May 2017
Mumbai University (GPA - 8.42/10) — Mumbai, India

Professional Experience

Application Programmer Analyst (Co-op) — May 2019 – December 2019
Ontario Ministry of Education — Thunder Bay, Ontario

Worked in the Development Legacy Systems Team that manages the Ontario Student Assistance Program (OSAP). Key highlights of my project:

- Received training in MS Power BI by a Microsoft Professional and used the learnings to create and visualize the forecasting report by developing DAX queries, thereby increasing the efficiency of the business logic by 81%.
- Developed, documented, and debugged COBOL code on a mainframe system, which included changing the name of the ministry according to ministry standards that impacted thousands of students that use OSAP.
- Used DBMoto to replicate database records from Legacy System (AS/400) to the Oracle SQL Server.
- Created and documented VB.Net scripts that handled different digit dates and converted it to a readable format while replicating, hence speeding up the debugging time by more than 48%.
- Managed and maintained database DB2 by implementing insert, update, and delete queries on the data in UAT environment.
- Participated in daily/weekly scrum meetings and closely followed agile development practices in creating the forecasting report.

Application Development Associate — October 2017 – May 2018
Accenture (Client – Best Buy) — Mumbai, India

Key highlights of my project:

- Worked in the Agile environment adhering to Scrum processes on technologies such as AWS and Big Data.
- Worked with tools like Ambari, Kibana, Oozie, Putty, Cygwin, and Akamai to manage and monitor the functionality of data.
- Developed scripts using python/shell to automate the removal unusable files generated.

Skills

Programming Languages	:	*(proficient):* Java, C, Python, *(familiar):* C#, Swift, Haxe, COBOL, RPG
Web Development	:	*(front-end):* HTML, CSS, React.js, JavaScript, *(back-end):* PHP
Databases	:	MySQL, DB2, MongoDB
Tools	:	Microsoft Power BI, Unity, Google Colab, DBMoto, Visual Studio, Eclipse
Operating Systems	:	Windows, Linux, macOS, OS/400
Certifications	:	AWS Certified Cloud Practitioner, Advanced Java Programming for Web Development
Other	:	Microsoft Office 365, Git

Additional Experience

Co-organizer & Licensee – TEDxLakeheadU — January 2019 – December 2019
Lakehead University — Thunder Bay, Ontario

- Led the teams that managed speakers, sponsors, participants, logistics, technology, and production for the first-ever TEDx event at Lakehead University.
- Developed the website TEDxLakeheadU using HTML, CSS, and JavaScript including adding a countdown timer for the event.

Projects and Publications

Portfolio website using React.js July 2020

- Designed and developed my portfolio website to showcase my skills and experience using React.js.
- Leveraged knowledge in writing React.js code by designing the Navigation Bar and Footer, also the body of the website.

Comparison of COVID-19 Trends and Analysis using different machine learning algorithms May 2020

- Performed time-series forecasting/prediction on COVID-19 data using Decision Tree, CNN, and LSTM.
- Imported varied visualization libraries for comparing the actual values and the predicted values. Gained hands-on experience in Python and Google Colab.

Stock Market Prediction using NLP April 2020

- Led a three-person team in developing convolution neural network (CNN) model for stock market analysis.
- Used Natural Language Processing on stock market data to predict if the stock price will increase or decrease.
- Leveraged knowledge in developing CNN model used Python to code it.

One dimensional convolution based neural network to predict median house value April 2020

- Exercised concepts of machine learning to solve the regression problem for predicting the median house value.
- Built a CNN model using the PyTorch library, which achieved a predictive accuracy of 75%.
- Earned Certificate of Achievement for 2nd best result issued by project supervisor.

Remote Nursing Teleconsultation Portal April 2019

- Built an online portal/website which connects remote patients to a doctor they trust in their hometown.
- The patient first connects with the doctor and the doctor, in turn, connects with the hospital which is nearby to the patient and provides care via dispatching the nurse or prescribed pills.
- Leveraged knowledge in HTML, CSS, PHP, MySQL, and deployed the project on AWS Cloud using VM.

Big Data Analytics and Visualization for Hospital Recommendation April 2019

- Analyzed all the measurements in the HCAHPS dataset and distinguished those attributes that are significant for the hospital's suggestion. Built logistic regression and decision tree model using training data for performing predictive analysis.
- Leveraged knowledge in R and R Markdown.
- Research published in International Journal of Information Technology and Computer Science (IJITCS), Vol.11, No.3, pp.1-9, 2019. DOI:10.5818/ijitcs.2019.03.01.

Unity Game – Dude Can You Reach The Parachute April 2019

- Developed a 2D platformer game where the player has to reach the parachute dodging the difficulties of the 3 levels.
- Used Unity Game Engine to create the game. Used copyright free sprites/graphics in the game.
- Leveraged knowledge in writing C# scripts for how the platform should behave when a player comes in contact with it and more.

HaxeFlixel Game – Dinosaur VS Zombie April 2019

- Developed a multiplayer shooting game where two players compete with each other for winning the game.
- Used HaxeFlixel Game Engine to create the game. Used OGMO Editor (level) to create the level of the game.
- Leveraged knowledge in writing Haxe code for how the sprite should behave when there is command for it shoot and more.

Video Classification by Content Based Retrieval June 2017

- Our system performs unsupervised, automated classification and annotation of videos based on its audio content.
- The system was segmented into four modules such as audio extraction, speech to text conversion, keyword extraction, video indexing, and searching.
- Research published in International Journal of Engineering Research & Technology (IJERT) ICIATE – 2017 (Volume 5 – Issue 01).