**Tejas Wadiwala** Thunder Bay, ON, 8073577932, twadiwal@lakeheadu.ca, <https://www.tejaswadiwala.com/>

*Computer Science graduate student looking for a potential IT 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.
* Created and documented VB.Net scripts on DBMoto to perform data migration from Legacy System (AS/400) to the Oracle SQL Server. Handled different digit dates and converted it to a readable format, 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 saving manual labor by 75%.

**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**

**Web Development Lead & Co-organizer – 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**

**EEG Biometric Eye Movement Classification** August 2020

* Developed a machine learning project where the supervised classification task was performed on EEG biometric eye movement dataset where eye open or closed state was determined.
* Best classification model was selected by comparing boosting, bagging, and stacking ensemble methods. Also, non-ensemble methods were compared with ensemble methods.

**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

* Performed sentiment analysis on top stock news headlines to determine whether the stock price will rise or fall.
* Data Preprocessing measures such as tokenization, elimination of stop words, lemmatization was applied on the train and test data.
* The data vectorization was achieved using the Keras Library's Tokenizer class and then transferred to the LSTM model as an input.

**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

* Worked in a team of four to carry out an in-depth investigation of all the measurements in the HCAHPS survey dataset.
* Variable selection was conducted, and attributes with a p-value of < 0.05 were considered statistically significant and passed to Logistic regression and decision tree models. Logistic regression outperformed with an accuracy of 90%.
* 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.