

# Ganashsai Vannithamby

University of Waterloo: Computer Engineering

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## Skills

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- Languages: Python 3, C++, C, Java, Javascript, HTML5, CSS
- Tools: Visual Studios, Eclipse, Sublime Text, Atom, GitHub
- Fast learner with strong interpersonal and leadership skills.

## Projects

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### Rhythm Master

- Built a rhythm game in Java that is similar to Tap Tap Revenge.
- Allowed the user to customize their gameplay by adding a creator mode.
- Implemented binary search to sort files and scores

### WatFood

- Web app that shows all places that accept WatCard as a payment on a map
- Retrieved information, about the locations from the Google Maps API

## Extra-Curriculars

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### VEX Robotics

#### Team Leader

- Led a team of 15 students in designing, building and troubleshooting a robot
- Designed to do tasks such as launching balls into a net, or throwing jacks
- In charge of optimizing gear ratios, and overall design of robot
- Managed the team's finances, schedule, and equipment

### Competitive

#### Programming

- Created efficient code in Python 3 under tight deadlines
- Used algorithms such as dynamic programming, and depth-first search
- Competed in Google Code Jam and the Canadian Computing Competition

## Education

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### University of

### Waterloo

- Candidate for Bachelor of Applied Science, Computer Engineering
- Courses: Fundamentals of Programming C++