# Trishala Bhasin

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#### **SKILLS**

Programming Languages: Javascript, Typescript, Python, HTML/CSS, SQL, UML, Java, C++

Tools and Frameworks: React, Redux, React Native, Node, Flask, Django, Postman, Git, REST/GraphQL

Databases and Cloud: PostgreSQL, MySQL, MongoDB, AWS, AWS Lambda, Azure

#### **EXPERIENCE**

#### Full-Stack Javascript Developer, Semios Bio., Vancouver, BC

Sep 2021 - Nov 2022

- Designed and developed front-end using **React** (React 18.1) and mobile components using **React Native**, and **Redux** for agriculture technology applications used by farmers to manage their fields.
- Integrated data coming from 285,000 IoT devices into the web app by making **REST** and **GraphQL** API calls, schema validations, API tests, and embedding SQL queries to get data from a **PostGreSQL** database.
- Collaboratively developed a monorepo for our app migration from Javascript to Typescript which included re-writing REST and GraphQL endpoints, AWS lambda functions, and code refactoring.
- Remodeled the data coming from the data layer which was earlier accessed through 87 REST endpoints and GraphQL queries to be effectively fetched by 2 REST endpoints reducing latency by 20%.
- Mentored a co-op student by creating JIRA tickets and code reviews.

## Software Developer, Full-Stack, Skio Music, Vancouver, BC

Jul 2020 - Dec 2020

- Worked in the product team on the main platform using AngularJS, Django, and MongoDB.
- Lead the design and development of the 'Song Feedback' feature in collaboration with Product Owner and UX designer by actively participating in code architecture, UI design and workflow.
- The feature was a part of a holiday promotion campaign and led to a 30% increase in December Signups.
- Coded system test, unit test and integration test on various modules of the application
- Monitored performance of new features by collecting data such as page visits, point of action of users, and other Business Intelligence information using data funnels and Mixpanel.

Graduate Research Assistant, Dept. of Computer Science, University of Victoria, BC Sep 2018 - Aug 2022

- Built the architecture and front-end of <u>Lodestone</u>, a dashboard and data visualization tool for scientific data.
- Created **Data-flow Diagrams** and **UML** class diagrams to develop the architecture for expansion of the tool.
- Developed visualizations like Parallel Coordinates, Heat Maps, Bubble Charts with responsive design using **React**, **Redux**, **d3**, with **Typescript**.
- Mined contributor metadata from GitHub and Stack Overflow using **Java**, created schemas to store it into data lake and piped it into analytics tools like **Tableau** for visualization using python **pandas** and **SQL**.
- Published research on an exploratory study to analyze participation of students in communities like Stack Overflow, and Github to identify barriers to entry for new software developers(available on <a href="Google Scholar">Google Scholar</a>).

#### **PROJECTS**

## React-app: Star Wars movie data from SWAPI ( starwar-trish.herokuapp.com/ )

• Designed and developed a responsive react app to read about various star war movies and it includes categorization of data based on Characters, Planets, Species, Starships and Vehicles.

## Controlling PC using Hand Gestures, Technical University of Sofia, Bulgaria (UG Fellowship)

- Created a software that controls the mouse of a computer with Hand Gestures by performing tasks like moving the mouse, left click, right click, scroll, zoom in/out using computer vision with C++ and OpenCV.
- The software takes camera input and performs background subtraction, skin detection and finger tracking.

## **EDUCATION**

MSc (Thesis) in Computer Science, University of Victoria, Victoria, BC

2018 - 2021