



Vaastav Anand

Major, Computer Science, Year 2

TECHNICAL SKILLS

Programming	Applications	Web	Tools
C, C++, C# Java Python QBASIC Perl Ruby	MATLAB R Unix SQL Maya	HTML/HTML5 CSS/CSS3 JavaScript PHP	IntelliJ Eclipse Rails Git

WORK EXPERIENCE

Teaching Assistant: CPSC 121: Models of Computation, UBC Sep 2014 – current

- Conducted multiple lab sections with material including construction and design of logical circuits along with other important aspects of computing.
- Adapted presentation skills and incorporated feedback to better serve the needs and demands of the students.

PROJECTS

Restaurant Quiz App (Java) Nov 2014 – Dec 2014

- Given the restaurant name, user needs to guess the exact location of the restaurant on the map of the particular city the restaurant is in.
- Uses yelp data parser to get the restaurant data and then uses the shuffle method of the Collections class to randomly pick a restaurant.
- Makes use of nested classes to provide the functionality of on-click handlers for the markers placed on the map.

Fantasy Premier League Calculator (Python) Aug 2014

- Obtains complete data of every player in the English Premier League using the urllib, urllib2 libraries and extracts data from it using the python regex library re.
- Produces a sorted .csv file by team name with a database of players grouped by the team they play for. The grouped players are also present in alphabetical order.

Monopoly World (C++) Nov 2011 – Jan 2012

- A multi-player text-based implementation of the popular Monopoly game.
- Uses structs to represent players and enumerations to represent the board and the community chest cards with rand and srand providing functionality for throwing two die.

HACKATHONS

EA Hackathon (Code Wars) Feb 2014

- Participated in a team of five people.
- Implemented a pong server with a simple AI as a Java Applet.

Microsoft KINECT Hackathon

Nov 2014

- Participated in a team of five people.
- Programmed an AI called JOKER with the ability to understand specific voice command and carry out the corresponding instructions using the Microsoft Kinect.
- Implemented Pong with gesture control and added the ability of competing against the user to the AI.

EDUCATION & ACADEMIC ACHIEVEMENTS

University of British Columbia, Vancouver Campus (UBC)

Sep 2013 – current

- 2nd year student in the program Bachelor of Science in Computer Science.

UBC Faculty of Science International Student Scholarship

Jan 2015

- Recipient for the 2014-15 academic session with a monetary award of CAD 5000.

Dean's Honor List

May 2014

- For the 2013-14 Academic Session with an overall average of 86.2%.

VOLUNTEERING

Undergrad Representative, Program Experience Committee, CS Dept. Sep 2014 – current

- Assisted faculty members in evaluating student experience in the Computer Science Department.
- Provided insightful feedback about general trends among students.

UBC Orientations Leader

Mar 2014 – Dec 2014

- Orientation Leader for 1st year UBC Students.
- Guided new students to settle in university by providing them information and key advice to succeed in their 1st year.

Tech Trek Volunteer

Mar 2014 – current

- Assisted students from high school in learning Greenfoot (a derivative of Java).
- Initiated beginner programming concepts amongst keen youngsters.

Floor Representative, Totem Park Residence Association

Sep 2013 – Apr 2014

- Organized several House Events like Board Games Night, Halloween Night etc. as part of the House Council.

SKILLS & INTERESTS

Writing : Writing emotional poems as a means of expression.

Hobbies : Movies, music, quizzing, collecting coins and stamps, travelling, reading poetry

Sports : Cricket & Football (Soccer). Competed as part of school team in U-16 and U-19 from 2008-2011.

Languages : English, Hindi, French and Bengali.