



Vaastav Anand

Bachelor of Science, 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 **Sept, 2014 – current**

- Conducted multiple lab sections with material including construction and design of logical circuits along with other important aspects of computing.
- Consulted students regarding approaches to improve their understanding of the core concepts taught in the course.

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.

PROJECTS

Restaurant Quiz App **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.
- Keeps track of the high score and fewest attempts from the last 5 tries.
- Implemented in Java.

Fantasy Premier League Calculator **Aug, 2014**

- Obtains complete data of every player in the English Premier League.
- 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.
- Implemented in Python.

Monopoly World **Nov, 2011 – Jan, 2012**

- A multi-player text-based implementation of the popular Monopoly game.
- Gives a real feeling of actually playing the game by including effects like the Community Chest cards, paying rent to other players, and getting out of jail.
- Implemented in C++

HACKATHONS

Microsoft KINECT Hackathon

Nov, 2014

- Participated as a part of 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.

EA Hackathon (Code Wars)

Feb, 2014

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

AWARDS

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 amongst 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 as well as U-19 team from 2008-2011

Languages : English, Hindi, French and Bengali