Vaastav Anand

Honours Software Engineering, Computer Science, Year 4
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TECHNICAL SKILLS

Programming	Applications	Web	Tools
C, C++, C#	MATLAB	HTML/HTML5	IntelliJ
Java	Julia	CSS/CSS3	Eclipse
Python, Perl, Ruby	R	JavaScript	Rails
Lua	Unix	PHP	Git
Qt	SQL		Visual Studio

WORK EXPERIENCE

Software Engineering Intern, MODS Team, NVIDIA   **May 2017 – current**
- Worked on High Bandwidth Memory (HBM) repair sequences.

Teaching Assistant: CPSC 320: Intermediate Alg. Design & Analysis Jan 2017 – Apr 2017
- Held office hours and tutorials about divide-and-conquer, DP and graph algorithms.

Teaching Assistant: CPSC 313: Hardware & Operating Systems   Sep 2016 – Dec 2016
- Held office hours and tutorials about instruction pipelining, virtual memory and caching.

Software Engineering Intern, MODS Team, NVIDIA   **May 2016 – Aug 2016**
- Worked on synchronizing kernel launches across multiple GPUs in a multi-GPU system.
- Ported MODS code and windows builds to msvc140 from msvc90 to enable C++11.

Computer Graphics Software Developer, Thinkbox Software   **Sep 2015 – Apr 2016**
- Worked on making the licensing system more secure.
- Wrote the 3D PDF export option using the U3D format from end-to-end.
- Wrote input filestreams for different Lidar scan file formats.

Teaching Assistant: Introduction to Computer Systems   **Jul 2014 – Aug 2015**
- Conducted multiple lab sections with material including assembly programming, C programming, synchronisation and virtual memory.

Teaching Assistant: CPSC 121: Models of Computation   **Sep 2014 – Jun 2015**
- Conducted multiple lab sections with material including construction and design of logical circuits along with other important aspects of computing.

PROJECTS

UBC iGEM   **Jan 2016 – Nov 2016**
- Will handle mathematical modelling and the wiki design for the project.

Vancouver Gardens App (Python)   **May 2015 – July 2015**
- Allows the user to search the gardens database by name or by the fruits contained in it. Also allows the user to look at the location of the garden, plot routes and tweet about the garden.

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.

Monopoly World (C++)   **Nov 2011 – Jan 2012**
- A multi-player text-based implementation of the popular Monopoly game.

HACKATHONS

NwHacks   **Feb 2016**
- Created a Python application that calculates how similar any 2 given songs are using their MIDI representation and lyrics.

SportsHack   **Nov 2015**
- Built a game score predictor for Canadian Football League
- Uses a Random Forest Classifier for the predictions

Microsoft KINECT Hackathon   **Nov 2014**
- Programmed an AI called JOKER with the ability to understand specific voice command and carry out the corresponding instructions using the Microsoft Kinect.

EDUCATION & ACADEMIC ACHIEVEMENTS

University of British Columbia, Vancouver Campus (UBC)   **Sep 2013 – current**
- Bachelor of Science in Computer Science, Honours in Software Engineering.
- Will work on honours thesis with Dr. Giuseppe Carenini in 2017-18 academic session.

Trek Excellence Scholarship   **Jan 2017**
- Recipient for the 2016-17 academic session worth a monetary award of CAD 1000

Undergraduate Research Opportunities Conference, University of Waterloo   **Oct 2015**
- Worked on a mini research project of protein identification in mass spectrometer data.

CS Student Service Award   **Sep 2015**
- Recognition of the services provided as volunteer work to the CS Department

UBC Faculty of Science International Student Scholarship   **Jan 2015**
- Recipient for the 2014-15 academic session worth a monetary award of CAD 5000.

Dean's Honor List   **May 2014 – current**
- For the 2013-14, 2014-15, 2016-17 academic sessions.

VOLUNTEERING

Undergrad Rep, Program Experience Committee, CS Dept.   **Sep 2014 – Sep 2015, Sep 2016 – Dec 2016**
- Assisted faculty members in evaluating student experience in the Computer Science Department.

UBC Orientations Leader   **Mar 2014 – Dec 2014**
- Guided new students to settle in university by giving them key advice to succeed in their 1st year.

Tech Trek Volunteer   **Mar 2014 – Apr 2015**
- Assisted students from high school in learning Greenfoot (a derivative of Java).

SKILLS & INTERESTS

Writing   : Writing emotional poems as a means of expression.
Hobbies   : Movies, music, quizzing, collecting coins and stamps, travelling, reading poetry
Sports   : Cricket & Soccer. Competed as part of U16 and U19 school team.
Languages   : English, Hindi, French and Bengali.