Vaastav Anand

Honours Software Engineering, Computer Science, Year 3
vaastavanand.com

TECHNICAL SKILLS

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

WORK EXPERIENCE

Computer Graphics Software Developer - Sequoia, Thinkbox Software Sep 2015 – current
- Worked on making the licensing system more secure and harder to crack.
- Wrote filestreams for different file formats.

Teaching Assistant: Introduction to Computer Systems, UBC   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, UBC   Sep 2014 – Jun 2015
- 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

UBC iGEM (MATLAB)   Jan 2016 – current
- Will handle mathematical modelling and the wiki 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.
- Uses Django for the backend

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.
- 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

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.
- 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**
- 3rd year student in the program Bachelor of Science in Computer Science, Honours in Software Engineering.

Undergraduate Research Opportunities Conference, University of Waterloo   **Oct 2015**
- Invited to the conference to experience life of a graduate student in 3 days.
- Worked on a mini research project related to 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 with a monetary award of CAD 5000.

Dean's Honor List   **May 2014 - current**
- For the 2013-14 and 2014-15 academic sessions.

VOLUNTEERING

Undergrad Rep, Program Experience Committee, CS Dept.   **Sep 2014 – Sep 2015**
- 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 providing them information and 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 school team in U-16 and U-19   from 2008-2011.
Languages : English, Hindi, French and Bengali.