VARUN GUPTA
3A SOFTWARE ENGINEERING

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✚ SKILLS

LANGUAGES

Swift (iOS)
Python
Java (Android)
C/C++
Scala
Bash
VB.NET
Objective-C
HTML/CSS
PHP
SQL

TOOLS

XCode
Android Studio
Eclipse
GitHub / Bitbucket
Visual Studio
JIRA

✚ EDUCATION

University of Waterloo
Candidate for Bachelor of Software Engineering
2020
Cumulative GPA: 3.94 (91.6%).

✚ AWARDS

Dean's Honour List
University of Waterloo
Dec 2016
Dean's Honour
List recipient for the 1A,
1B, and 2A terms.

Governor General's Bronze Medal
Governor General of Canada
Oct 2015
Top grade 12 average (97.7%) in high school.

Honour Roll in Canadian Computing Contest
University of Waterloo
Feb 2015
Strong performance in programming challenges.

✚ EXPERIENCE

Accedo (Digiflare Inc.) - *Jr Software Engineer*   Jan 2017 - Apr 2017
Toronto, Ontario
- Implemented 10-minute premium content preview and live TV page functionality for various Apple TV media apps.
- Utilized dependency injection and software design patterns during development to ensure modularity and testability of code.
- Designed and implemented an app allowing the Apple TV and Apple Watch to communicate over the local network.

Swift, RxSwift (ReactiveX).

Qualicom Innovations Inc. - *Mobile Developer Co-op*   May 2016 - Aug 2016
North York, Ontario
- Added PDF document e-signing and a grid view layout to an iOS sales app.
- Optimized server data requests, improving response times for displaying items by 7 - 10 seconds.
- Implemented a fashion mode for grouping items and dynamic layouts for different screen sizes in Android shopping apps.
- Automated Linux server setup using bash scripts while migrating a Django web application.
- Created Python scripts for test automation with Sikuli X and Robot Framework.

Swift, Java + XML, Python, some Objective-C.

Shivom Computer and Graphics - *Computer Technician*   2010 - 2015
Mississauga, Ontario
- Diagnosed and replaced hardware such as LCD screens, DC jacks, and motherboards.
- Resolved software issues (Windows, OSX) such as BSODs, kernel panics, and networking issues.
- Developed strong communication skills by attending to customer concerns and needs.

✚ PROJECTS

The Flying Stickman   Jun 2015 - Jan 2016
goo.gl/h7KNF7
- A fly-and-shoot game optimized for different screen sizes and resolutions.
- Used OOP principles to model game entities and behaviours such as enemies, projectiles, and health.
- Utilized the Eclipse debugger resolve release related issues found through user testing.

Java (Android)

Geese Invaders   Oct 2015 - Nov 2015
- Developed a space invaders game for the Tiva C LaunchPad microcontroller using Energia (Embedded C IDE).
- Utilized sensors such as a potentiometer and an accelerometer to control gun position, speed, and other game elements.

Embedded C