Neelaksh Bhatia

Computer Science Student

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Skills

Languages: Java (Android), Swift, Javascript, HTML/CSS, XML, Racket

Platforms: Android Studio, XCode, Ecplise, GIT, Sketch

APIs: Clarifai, Firebase, Facebook Credentials, Google APIs

Experience

BitSmart - System Developer - *March 2015 to August 2016*

- Worked with small businesses to digitize their workflow & infrastructure
- Developed custom mapping software using **Google Earth API**
- Used **GIT** for version control

WeeWatch Brampton- SysAdmin - *2012 to August 2016*

- Created and maintained an **Access Database**
- Set up a physical server host to allow for parallel working environments
- Created an **Azure** network of tablets

Activities

Motion GFX Club - Turner Fenton Secondary School - *2014 to 2016*

- Co-founded club to teach students about the fundamentals of flash and cinema 4D animation techniques

Education for a Nation - Turner Fenton Secondary School - *2016*

- Co-founded a charity to help under-privileged children in Uganda
- Used **HTML/CSS** to create a responsive website for the charity

Education

University of Waterloo
Candidate for Bachelor of Computer Science
Sep 2016 - Present

- President's Scholarship of Distinction

Turner Fenton Secondary School
International Baccalaureate Diploma Recipient
Sep 2012 - May 2016

Projects

Findr — Dec 2016

- Personal Project
- Photo recognition app that can determine (with a high degree of accuracy) what you are looking at based on contextual clues
- Designed wireframe and mockups of Android App using **Sketch**
- Worked with **Clarifai API** to develop and train a custom **neural network** which detects and tags objects

PackingList — Sep 2016

- Reminders-Clone for iOS
- Built with **Swift** and **Firebase**
- App keep track of all the items you take on a trip and syncs it to your iCloud account

InkBall — Oct 2015

- Web Based InkBall Clone made at Tech Retreat 2015
- Built with **Java**
- Game is a recreation of the classic InkBall game found on older Windows computers
- Uses mouse input to draw paths to complete levels