Neelaksh Bhatia

Computer Science

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Summary of Qualifications

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

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

APIs: Clarifai, Firebase, Facebook Credentials, Google APIs

Skills: Leadership, Time Management, Entrepreneurial, Team Work

Experience

BitSmart - System Developer - March 2015 to August 2016

- Worked with small businesses to digitize their infrastructure & effectively double their efficiency
- Developed custom mapping software using Google Earth API
- Implemented GIT for version control

WeeWatch Brampton-SysAdmin - 2012 to August 2016

- Maintained an Access Database
- Set up a physical server host to allow for parallel working environments, resulting in up to 400 additional entries being made daily
- 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
- Led class discussions and created supplemental lectures

Education for a Nation - Turner Fenton Secondary School - 2016

- Organized 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 - Android

Dec 2016

- 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 - iOS 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 - Java/Web Oct 2015

- Web Based InkBall Clone made at Tech Retreat 2015
- Built with **Java** in a **team** of 2 programmers
- Game is a recreation of the classic InkBall game found on older Windows computers
- Uses mouse input to draw paths to complete levels