SHIVAANSH BHATIA

Software Developer Intern (Availability: Flexible)

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EDUCATION

Bachelors of Science (Computer Science)

P Edmonton, Alberta

Sept 2021- Dec 2025

University of Alberta

Courses-

fundamentals of computation Search and Planning in Al File and Database Management Logic in Computing Science

Algorithmics in practice Basics of Machine Learning

Data Structures programming methodology

CERTIFICATIONS

Core Java certified

Google Introduction to LLM

AWS Cloud Practitioner (in progress)

Software Development on SAP HANA IBM introduction to Data Analysis

PROJECTS

Portfolio Website- https://shivaanshbhatia.com

AI Multi-Agent Pathfinding | - (Python, HTML/CSS/JavaScript, API, Django)

- Python Script in backend uses interactive front-end to perform Single or Multi Agent Pathfinding.
 - Can find paths for up to 10 agents on the grid using A* algorithm.
 - Intuitive and easy-to-use front-end helps place various agents on the grid.
 - Automatically navigates through the constraints and agent collisions using Constraint Based Search and A*.

GitHub README Automation Script | Link - (Python, API, Git, JSON)

- Organizes contents of repository into tabular format automatically using markdown
 - Wrote a Python script to automatically update README files in GitHub repositories with markdown tables.
 - Incorporated GitHub's RESTful API for file structure retrieval and README updates.
 - Streamlined documentation process, ensuring up-to-date repository overviews.

Stock Management | Link - (Java, SQL, MYSQL, JDBC)

- An interactive software that simulates the stock tracking and sales for a small business.
 - Implemented role-based feature access and comprehensive order management capabilities.
 - Enabled 2-mode version with admin user and employee-level functions.
 - Integrated unique billing identifiers within the POS system for efficient order tracking.

Flag Quiz Game | - (Python, Pygame)

- provide an interactive learning experience and assess geographical knowledge of 193 countries.
 - Created a Python-based educational game using Pygame to test user's knowledge of global flags, 16% faster than last update.
 - Implemented a GUI for intuitive gameplay and included 3 difficulty levels for progressive learning challenges.
 - Featured a summary report showcasing scores, incorrect responses, and correct answers for self-evaluation.

SKILLS

Python, C, C++, HTML/CSS, Javascript, Java Languages

SQL, NoSQL, React.js, Node.js, MongoDB, RestAPI, JSON Web Development Linux/Unix, Github, Git, VSCode, SSH, Microsoft Suite **Tools**

OpenCV, Pandas, Numpy, Matplotlib Libraries

SDLC, Agile, OOPS, CI/CD pipelines, Distributed systems **Practices**

Soft Skills time management, communication skills, Ability to handle multiple tasks, project management

VOLUNTEER

Events Crew Photographer

University of Alberta Student Union

♀ Edmonton, Alberta March 2023- present

- Capture over 1000 pictures covering essential moments and group tasks at events, ensuring comprehensive coverage.
- Cataloged and archive photographs for easy access and future use.
- Edit images for optimal exposure and quality using professional software.