Ansh Gandhi

Computer Engineering Student at University of British Columbia
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Education

University of British Columbia Vancouver, BC
Bachelor of Applied Science – Computer Engineering (CGPA – 87%) *Sep. 2022 – Present*
Courses: Data Structures and Algorithms, Principles of Software Construction, Computing Systems I & II
Certificates: Machine Learning A-Z: AI, Python & R, The Complete 2024 Web Development Bootcamp

Technical Work Experience

Software Developer Intern May 2024 – August 2024
University of Calgary IT Department *Calgary*

- Created a dynamic website to facilitate the organization, share-ability, and storage of audit reports using **HTML**, **CSS**, and **JavaScript**
- Implemented authentication mechanisms to enforce role-based access control, safeguarding sensitive reports and limiting access exclusively to authorized personnel

Design Team Experience

Machine Learning Engineer September 2024 – Present
Agrobot Engineering Design Team *University of British Columbia*

- Build an autonomous robot utilizing AI and machine learning for precise intra-row weeding and data collection
- Researching advanced machine learning models that address a variety of AgroBot's tasks such as detecting maize, weeds, and blueberry clusters, and implementing machine vision in the Robot Operating System (ROS)

Software Developer February 2023 – May 2024
Launchpad Software Engineering Design Team *University of British Columbia*

- Collaborate with an interdisciplinary team of 15 developers and designers to ideate and build a project
- Acquiring hands-on experience and refining industry collaboration skills with tools like **GitHub** and application of agile development with iterative design and cross-functional collaboration

Nom Appetit (GitHub) | *TypeScript, React Native* September 2023 – May 2024

- Developed a social restaurant tracking mobile app, focusing on creating shareable lists and implementing a machine-learning algorithm for the restaurant-picking feature
- Designed and implemented a user-friendly front-end using **Typescript** and **React Native** which allows users to make seamless dining decisions

Projects

Movie Recommender WebApp (GitHub) | (Personal Project) *React, JavaScript, Python* October 2024

- Developing a dynamic **React** front end for users to select a movie and receive personalized recommendations
- Building a **machine learning** back end in **Python** using **Flask** to analyze movie data and generate personalized recommendations based on user input
- Integrating **RESTful APIs** for seamless communication and real-time recommendation to enhance user experience

Stock Trend Prediction Web App (GitHub) | (Personal Project) *Python, Machine Learning* August 2024

- Developed a **Streamlit** web application to visualize stock price trends against predicted trends
- Built and trained a **Long Short-Term Memory (LSTM)** network, using **Scikit-learn** and **Keras** in **Python**, for predicting stock prices, using sequential data to improve prediction accuracy
- Designed intuitive, data-driven visualizations with **Matplotlib** and incorporated interactive trend graphs into the web app to enhance the user experience

Technical Skills

Languages: Java, Python, JavaScript/TypeScript, C, C++, HTML, CSS, SQL, Verilog, Assembly, MATLAB
Frameworks: React.js, Node.js, Express.js, React Native, JUnit, Bootstrap, JQuery
Developer Tools: Git, GitHub, TensorFlow, Pandas, Keras, Scikit-learn, EJS, Linux