ARJUN MISHRA

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TECHNICAL SKILLS

Design & Framework: Figma, Canva, Flutter, React.js, Three.js, Blender
Programming Language: C, C++, Javascript, Dart, Python, Java, HTML, CSS, Racket, Assembly
Additional Skills: Github, ES6, Prompt Engineering

TECHNICAL EXPERIENCE

Tech Associate| Dyne| Vancouver, BC   Oct 2022 – Mar 2023
- Collaborated on the design and meticulous testing of front-end functionalities within the Dyne mobile application, ensuring seamless performance and user satisfaction. Utilized Flutter and Katalon Studios to automate testing processes, contributing to high-quality and reliable results. (Flutter, Katalon Studios)
- Played a pivotal role in app refinement by actively engaging in bug detection and resolution. Demonstrated expertise in Flutter to identify and rectify potential issues, ensuring optimal app functionality.

Software Developer Intern| MorningStar Technologies| Lucknow, UP, India   July 2022 – Aug 2022
- Successfully built an app from scratch using a Microsoft SQL server and SQLite local database, showcasing proficiency in Flutter and MySQL.

Flutter Developer Intern| A2D Innovations Pvt Ltd| Lucknow, UP, India (Remote)   Feb 2021 – May 2021
- Managed to dive deep into programming by implementing various modules and libraries, improving my skills along the way. Worked closely with peers on GitHub, learning the ropes of collaboration, and developed a knack for meeting tight deadlines. Additionally, I took the initiative to refine dataset management techniques and seamlessly linked backend data to frontend interfaces using personalized APIs and data models in Flutter.

TECHNICAL PROJECTS

JobGeek
A web app that allows users to keep track of job opportunities across different platforms.
- Levaraged React.js for frontend, Firebase for auth and storage of user data, Express.js and MongoDB for backend and keep track of latest job opportunities, and job API to fetch listings from across different platforms such as Indeed, LinkedIn, etc.

Together
Collaborated with a team of two to design a mobile application with Blockchain technology.
- Leveraged Flutter Framework and Firebase for frontend development and authentication, enhancing user engagement. Introduced an incentive system with TogetherToken ERC-20 Contract, utilizing Python and Blockchain to boost philanthropic involvement and community engagement, reinforcing platform mission and user loyalty.

AugMy
An app for 3D visualization of concepts: Hackathon Winner.
- Engineered an inventive app harnessing Google ML Kit for text recognition from images, streamlining keyword extraction. Leveraged YouTube API for video retrieval and echoAR for relevant 3D model integration. Achieved a seamless user experience, empowering effortless exploration and analysis of personalized content.

VOLUNTEERED

ISupportFoundation| Lucknow, UP, India (In-person)   Jan 2022 – Aug 2022
- During my time volunteering at a local NGO supporting autistic children, I facilitated their engagement with technology and video games. I introduced them to PlayStation 4 gaming, teaching them how to play and joining in their gaming sessions. Witnessing their joy and excitement while gaming was immensely rewarding.

EDUCATION

B.Sc.| Computer Science Major| Dean's Honour List   Graduating May 2027
University of British Columbia, Vancouver, BC   3.85 GPA
Relevant coursework: