

# SAHIL TARA

## SOFTWARE ENGINEERING STUDENT

## Employment

### House of Commons

Student - Systems Development Services

May 2018 to Aug. 2018

- Developed system to automate tasks that would take our IT department a couple hours, but now it just takes a couple clicks using a combination of C++, C#, and powershell.
- Increased performance of a few programs in C# reducing execution time from 30 minutes to 30 seconds by using asynchronous processing and better data structures.
- Extended system center service manager's self service portal for some custom features that were not available in the portal out of the box using ASP.NET.
- Patched a few exploits in our internal systems such as code injections, by using knowledge of input sanitation practices.
- Used C# to connect to system center operations manager api to collect data asynchronously, giving the team abilities to see data they weren't able to access easily before.
- Created a small C++ program for usage in a high performance browser homepage scraper, which essentially collected homepage data from every browser (yes including edge) on every computer for every user, and then created a report using this info.

## Projects

### Discord Bot (<https://github.com/SahilTara/Discord-Bot>)

Aug. 2018 to Current

Creating a Bot for our computer science Discord server using python. Allowed for streaming of youtube videos, and a queue system. Currently working on pulling data from the university website to display courses, which would provide ease of access for more than 30 of our members.

### Tflowtechnologies ([github.com/TFlowTechnologies/TFlowTechnologies.github.io](https://github.com/TFlowTechnologies/TFlowTechnologies.github.io))

Lead a team of four members to create a responsive website using HTML, CSS, Javascript. Allowed for mail to be sent via contact forum. (Not using mailto: that most people used). Advertised and pitched a hypothetical company after creating the website.

### Zombie Zarcade & Chronology Inquisition ([github.com/SahilTara/highschool-games](https://github.com/SahilTara/highschool-games))

A zombies arcade game with power ups and a difficulty scaling system. The latter is a game where you go back in time, and slowly gain the abilities to manipulate time, and eventually fight the god of time. C# (Unity)

## Awards

### Vida Dujmovic - University of Ottawa · 2nd highest mark in ITI 1120 Course

Jan. 2018

99.18% achieved in course. Also one of only two people to get perfect on final exam. Course was based around the python language and some computer science principles.

### University of Ottawa · Entrance Scholarship

Sept. 2017

\$4000

## Activities

### CUSEC 2018 · Attendee

Jan. 2018

Attended a software engineering conference to listen to interesting talks and meet with potential employers.

### IEEE Coding Challenge · Contestant

Nov. 2017

Completed a set of three coding problems in python. Came in second place for my year.

### HackerRank · Contestant

Feb. 2017 to Current

Competed in a few competitions, and completed a few problems in C#, C++, Java and Python.

### ECOO 2017 · Contestant

April 2017

Lead a team of four members in completing a few algorithmic problems in C#. Our team placed in the top 10%.

### CCC 2017 · Contestant

Feb. 2017

Finished 3 of 5 algorithmic problems in a time constrained environment using C++.

### ECOO 2016 · Contestant

April 2016

Lead a team of four members in completing a few algorithmic problems in C#.

## Volunteering

### SATEC @ W.A. PORTER · Peer Tutor 40 Fairfax Crescent, Scarborough, ON

Sept. 2016 to June 2017

Helped over 100 students in math, physics, chemistry and programming courses using superior communication skills.

### Scarborough Association for Mathematics Education · Marker

April 2016 to April 2017

Marked around 50 grade 7s and 8s for a contest, while ensuring the points for the marks were distributed properly.

## Contact

## Education

### University of Ottawa

Sept. 2017 to Current

BASc Software Engineering 2021

GPA: 9.82/10.0

## Skills

### LANGUAGES

C#

Java

Python

C++

Javascript

HTML

CSS

JQuery

### TECHNOLOGIES

Git

Unity