

Anish Dholliwar

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WORK EXPERIENCE

Software Development Engineer

December 2022 – March 2024

Teledyne

Richmond, BC

- Maintaining and adding features to Spinview and Spinnaker SDK.
- Built a dark-mode GUI theme and a camera inventory tracking system as part of hackathon events.
- Developed features/fixed bugs for Spinnaker SDK. Languages include C++, C, CSharp, VB and Python.
- Development platforms include Windows, Linux, and MacOS.
- Worked on front end and back end.
- Writing documentation using confluence.
- Participating in code reviews to ensure high quality code.
- Participating in agile workflow.

Software Development Engineer in Test

April 2022 – December 2022

Teledyne

Richmond, BC

- Technical lead for testing team of 4 members. Led automation testing activities of the product development cycle.
- Accountable for implementing product features, resolving technical issues, and providing input on project test plans.
- Scrum master, responsible for all agile processes, including sprint planning, daily team stand-ups, prioritization, and retrospectives.
- Used a stack of JIRA, Fisheye, Jenkins, C++, Python, SVN, Spinnaker SDK, Visual Studio, etc. To accomplish development goals.
- Trained and provided mentorship for junior staff and co-op team members. Organized technical 1:1 meetings and training sessions with team members.
- Create a test design plan and collaborate with other teams about requirements.
- Developed automation testing in object-oriented C++ and Python, using Jenkins to build the code and run tests in a continuous integration pipeline for complete and efficient regression testing.

Software Developer

September 2021 – January 2022

Gao Tek

Surrey, BC

- Lead a team of engineers to develop an Android Studio application.
- Using a stack of Android Studio, Kotlin, Parsec, Google Firebase.
- Continuously coordinated team efforts to work within an agile framework.
- Planned the project since inception, picking out a suitable tech stack for the project and starting work on both, front-end and back-end.
- Used web scraping to input updated information into the application.
- Communicated with project managers and upper management through meetings and reports to evaluate current progress.

PERSONAL PROJECTS

Rogue Media Capstone Project | *Python/ Django*

- Created a Django website for Rogue Media to give them data analytics on their users using Python and Django.

Price Comparison Web Scraper | *Python*

- Created a Python web scraper that allows users to search for an item across the internet. This sorts the data according to the lowest price or alphabetically for the user which is displayed on my flask website.

Chess Opening Move Search Engine | *Python*

- Created a Python chess search engine that allows users to search various openings from a real Lichess database using search engine optimization practices. Integrated with a GUI using PyQt5.

2D Asteroid Mobile Game | *C#/ Unity*

- Created an original take on the classic Asteroid game using Unity 2D and C# scripts. Includes multiple enemies AI with patterns, art assets, and sound assets.

Movie Rating Application | *Java*

- Created a movie rating application in which users can log in and rate various movies and keep a sorted list of movies. This project was built using JavaFX, Scene Builder, and XAMPP.

AWS Facial Recognition | *Python*

- Created a facial recognition system, using python and a raspberry pi attached to a camera to produce a high confidence interval to recognize faces.

EDUCATION

Kwantlen Polytechnic University

Bachelor of Technology

Surrey, BC

September 2017 - December 2021