

# Sunjay Varma

[sunjay.ca](http://sunjay.ca)  
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Proven, exceptional skills refined by over 9 years of experience writing high quality software

## Publications & Notable Articles

### **Intelligent and Affectively Aligned Evaluation of Online Health Information for Older Adults** - [sunjay.ca/aaai2017](http://sunjay.ca/aaai2017)

Julie M Robillard, Areej Alhothali, Sunjay Varma and Jesse Hoey  
AAAI Workshop on Health Intelligence, San Francisco, CA, 2017

### **Rust Code Coverage Guide** - [sunjay.ca/rust-code-coverage](http://sunjay.ca/rust-code-coverage)

The definitive guide to setting up code coverage in a Rust language project

## Work Experience

### **Artificial Intelligence Research Assistant** - [chil.uwaterloo.ca](http://chil.uwaterloo.ca)

**Computational Health Informatics Lab**, Waterloo, ON, Sep 2016 - present

- Applied Natural Language Processing (NLP) and Machine Learning (ML) techniques to rate the quality of online health articles
- Rapidly learned NLP and ML topics necessary to produce results—without any prior background knowledge
- Authored tools to aid in data collection, analysis, and machine learning

### **Software Developer** - [konradgroup.com](http://konradgroup.com)

**Konrad Group**, Toronto, ON, Jan - Dec 2016

- Led the planning and implementation of the entire frontend and backend for a project from start to finish
- Cleanly implemented the entire frontend of the project by combining Redux and React
- Learned ASP.NET MVC in a matter of days and effectively used it to create several backend APIs in C#

### **Lead Software Architect & Developer** - [janetingley.com/anyware/](http://janetingley.com/anyware/)

**anyWare (University of Waterloo)**, Waterloo, ON, May - Aug 2015

- Led a small team in the design and development of the entire software architecture for orchestrating several robotic sculptures
- Reliably synchronized multiple software-based and robotic clients in real-time with high volumes of input

### **Intermediate Web Software Developer Co-op** - [smartamp.com](http://smartamp.com)

**SMART Technologies**, Calgary, AB, Sep - Dec 2014

- Performed at or above the level of an intermediate developer, mentoring interns and authoring features
- Personally commended by CTO of company at the end of work term for outstanding performance

### **Web Software Developer Co-op** - [smartamp.com](http://smartamp.com)

**SMART Technologies**, Calgary, AB, Jan - Apr 2014

### **Full-stack Developer Part-time** - [clinicsense.com](http://clinicsense.com)

**Clinic Sense**, Toronto, ON, Jul 2013 - Oct 2014

## Technical Overview

### **Programming Languages:**

Rust, ES6, JavaScript, Node.js, C++, Haskell, C, Python, HTML, CSS, SCSS, Bash, SQL, and more

**See page 2 for some of my most advanced projects!**

## Education

### **Candidate for Bachelor of Software Engineering, Co-op University of Waterloo**

May 2017 - present

### **Computer Engineering, Co-op University of Waterloo**

Sep 2013 - Aug 2016

## Personal Software Projects & Open Source Work

### Brain Programming Language Compiler - [github.com/brain-lang/brain](https://github.com/brain-lang/brain)

A compiler written in Rust that takes a strongly-typed, Rust-like syntax and compiles it into "brainfuck"

Brainfuck is a programming language with only 8 very primitive instructions. Compiling to brainfuck is not easy because you have to very creatively compose its limited instruction set in order to represent complex programs.

- Designs a compiler with the following stages: parsing, static checking and IR (Intermediate Representation) generation, static memory layout and instruction generation, optimization, and code generation
- Invents novel algorithms for simulating complex constructs like nested branching, loop control flow, and boolean operators using very few instructions and maintaining assumptions about memory management
- Effectively organizes project using GitHub issues, labels, milestones and projects (see GitHub repo issues)

### Fast Brainfuck Interpreter - [github.com/brain-lang/brainfuck](https://github.com/brain-lang/brainfuck)

A fast, optimizing interpreter for the brainfuck programming language written in Rust

- Authored a complete, in-depth specification of the brainfuck programming language (see GitHub repo)
- Optimized the performance of brainfuck programs by batching instructions while the program is loaded
- Debug mode shows the memory of the running program for each instruction in a convenient format

### Rhino - Image Editor - [github.com/RhinoEditor/rhino](https://github.com/RhinoEditor/rhino)

Image editor for Linux with Rust image processing daemon and Electron/React interface

- Designed and implemented non-blocking architecture with asynchronous image processing
- Front-end uses Electron and React to create a native desktop application experience
- Project is fully organized into GitHub issues and milestones and is quickly approaching MVP

### Snake Game AI - [sunjay.ca/snake/](https://sunjay.ca/snake/)

Artificial intelligence that plays the game Snake quite well (most of the time)

- Designed a multistage, real-time algorithm to effectively play the game Snake at 15 FPS
- Intelligently uses assumptions to refine knowledge representation and produce even better results
- Organizes and documents design process with diagrams and thorough explanations (see GitHub issues)

### Reversi Game Implementation & AI - [github.com/sunjay/reversi](https://github.com/sunjay/reversi)

Functional programming implementation of the game Reversi using Haskell with AI to play the game against you

- Modelled rules and state of the game Reversi using functional paradigms in Haskell
- Applied the negamax artificial intelligence algorithm to create a program capable of defeating humans

### Fast Sudoku Solver - [github.com/sunjay/sudoku](https://github.com/sunjay/sudoku)

Very fast Sudoku solving algorithm implemented in C

- Optimized algorithm by reducing memory allocation and applying heuristics before naive search methods
- Of the 21,885 puzzles tested, 87.2% were completed in less than 1 second, 81.9% were completed in less than half of a second, and 71.1% were completed in less than 0.1 seconds

More projects as well as my writings on various technical topics can be found on my website: [sunjay.ca](https://sunjay.ca)

# UNIVERSITY OF WATERLOO CO-OPERATIVE EDUCATION RECORD

SUNJAY VARMA  
20542381  
2B COMPUTER ENGINEERING

WORK TERM		EVALUATION
WINTER 2016	<b>KONRAD GROUP INC.</b> TORONTO SOFTWARE DEVELOPER	OUTSTANDING
SPRING 2015	<b>UNIVERSITY OF WATERLOO FACULTY OF ARTS</b> KITCHENER RESEARCH ASSISTANT - SOFTWARE DEVELOPER	OUTSTANDING
FALL 2014	<b>SMART TECHNOLOGIES ULC</b> CALGARY AB SOFTWARE DEVELOPER INTERN	OUTSTANDING
WINTER 2014	<b>SMART TECHNOLOGIES ULC</b> CALGARY AB SOFTWARE DEVELOPER INTERN	OUTSTANDING