PRIYADARSHINI SAHA

COMPUTER SCIENCE | UNIVERSITY OF WATERLOO

Waterloo, Ontariop24saha@uwaterloo.ca

+1 (437) - 214 - 4630

in linkedin.com/in/priyadarshinisaha/

github.com/2002sahapriya

TECHNICAL SKILLS

Languages: Java, Python, C/C++, PHP, JavaScript/TypeScript, HTML, CSS, R, Visual Basic, Bash Scripting

Frameworks: Angular, Spring Boot **Databases & Servers:** MySQL, XAMPP,

MS SQL Server

Tools & Technologies: Git,

GitHub/GitLab, Markdown, Eclipse, Visual Studio Code, Vim

Design & Editing: Figma, Canva

EDUCATION

University of Waterloo

September 2020 – April 2025 | Waterloo, Ontario

- Bachelor of Computer Science, Co-op
- Faculty of Mathematics President's
 Distinction Scholarship Recipient for 95%+
- Relevant Courses: Object-Oriented Software Development (C++), Elementary Algorithm Design & Data Abstraction (C), Logic & Computation

ACADEMIC PROGRAMS

Zero Experience Entrepreneurship Program

September - December 2020
Analyzed data management problems in Al & ML for potential solutions with a 4-member team to draft a Quantum Valley Pitch Application.

Quantum Cryptography School for Young Students (QCSYS)

August 2019

Experimented with cutting-edge quantum technology and gained profound knowledge in quantum key distribution, quantum algorithms, and quantum circuits by engaging in discussions with educators and directors.

AWARDS & CERTIFICATIONS

Beep: Smart Alarm | 1st Place in Global Startup Entrepreneurship Hackathon November 2018

- Achieved 1st place with \$5000 cash prize for strategizing financial and marketing plan and presenting product pitch.
- Designed prototype with Figma and built software with REST API standards.

PROFESSIONAL EXPERIENCE

Software Engineer | Larsen & Toubro Infotech Limited *May – August 2021*

- Implemented **localization** and **internationalization** features in French for **Unitrax**, a SaaS based solution for wealth and asset management, to increase sales in the Quebec finance industry
- Architected a scalable software solution design for multi-language internationalization support with a global team by analyzing business requirements and current platform architecture
- Programmed front-end localization features in Angular using HTML, SCSS,
 TypeScript & NGX Translate APIs for 120+ application screens
- Developed back-end internationalization API functionalities using **Java**, **Python** and **Spring Boot** and automated translation fetching with **SQL** for **60+** screens
- Performed unit testing, integration testing, and system testing to resolve production defects in an **agile & scrum** development environment
- Documented front and back-end localization and internationalization process with complete business overviews, implementation code, and future scalability

LEADERSHIP EXPERIENCE

Chair | Women in Computer Science (WiCS)

January 2022 – Present

- Lead all meetings, publicly represented WiCS, and liaised between affiliated organizations to plan activities that enhance experiences for women in tech
- Collaboratively strategized financial plans to secure funding, and delegated tasks to an 8-member team to facilitate execution of events and activities
- Organized events such as Speed Friending, Roasting First-Year Resumes, Co-op Panel, and De-stress & Socials events with the WiCS team to help undergraduate students network and prepare for successful internships.

Director of Publicity | Women in Computer Science (WiCS)

September – December 2021

- Masterminded strategies to promote WiCS events through social media platforms and collaborated with affiliated organizations to boost publicity
- Designed and created promotional material, posters, and social media stories using **Canva** to accelerate event-marketing and increase engagement by 40%

PROJECTS

Chess Engine (

December 2021

- Developed an interactive Chess game with customizable options and multiple computer-levels in C++ with a 2-member team using object-oriented principles and MVC, strategy, and observer design patterns
- Performed black-box, white-box, and unit testing to resolve defects and constructed separate compilations to build highly modular classes

AI Chatbot 🔘

August 2021

- Developed an AI Chatbot for iLantus using Python Pytorch and NLTK by using neural networks and NLP techniques and with database connectivity in MySQL to store conversations for back-propagation AI learning
- Designed and implemented the front-end UI in Figma, HTML, CSS, and JavaScript

Bridge+ | HackWithUS @ TechNova 2021

August 202

- Bridge+ is a web application for female and non-binary professionals in the tech field to meet, chat, and network with each other
- Implemented login authentication and back-end using **PHP** and **MySQL** database connectivity, hosted through **Apache XAMPP** Server and **phpMyAdmin**
- Architected the front-end UI with Figma, HTML, CSS and JavaScript