ADITYA RAJ

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Skills

Languages: C, C++, Java, HTML, CSS, Python, JavaScript, SQL
Frameworks/Other Technologies: React, React-Native, Node, Express, mySQL, MongoDB, Git, Postman, JUnit testing
Soft Skills: Time Management, Collaboration, Organization

Relevant Experience

RBC Ventures   **September 2021 – December 2021**
Automation Developer Co-op   *Remote*
- To be working on full stack applications using React, React-Native, Node, PostgreSQL, Docker, Terraform and AWS

ZenHQ   **July 2020 – August 2021**
Web and Mobile Developer   *Remote*
- Develop a front-end code-base from scratch using React, Redux, Materials-UI, ect.
- Work on the company's mobile application for iOS/Android to update class based components into functional components using React-Native.
- Make requests to the company's API, and display data in tables, modals and other visual formats.
- Built a responsive Kanban, drag-n-drop front-end feature to help visualize and manipulate data retrieved from API calls.
- Worked and collaborated with team members using version control systems such as GIT.
- Followed a Agile/SCRUM 2-week sprint environment using JIRA and SLACK for organization and communication.

Shulich Ignite   **September 2020–Present**
Mentor   *Remote*
- Taught high-school students the fundamentals of programming using Python to help them build games and grasp important programming concepts.

Projects

Sorting Algorithm Visualizer | *Java*
- Developed a visualization tool to display common sorting algorithms such as insertion, bubble, selection, quick, and merge sort.
- Visualizing sorting algorithms helped me understand more about how these algorithms behave and operate.
- Used Java Swing and Java AWT to help with the visualization and GUI components for the project.
- Practiced and learned more about Git.

REST API | *Node, Express, MongoDB*
- Created a RESTful API with authentication and authorization using JWT (JSON Web Token).
- Implemented user login and registration functionality.
- Verifying responses to API requests with Postman, along with hashing important data such as passwords.

Simon Game | *HTML, CSS, JavaScript*
- Recreated the popular handheld Simon game to make it more accessible to play.
- Implemented logic for level progression and pattern recognition for the game.
- Worked with event handlers and mp3 files to create a responsive game and user interface.

Farm Basket | *React*
- An application to simulate a farmers market for items which a vendor might sell.
- Takes in user input for a type of fruit basket and price.
- Displays information based on user input and also contains delete and toggle price functionalities.

Education

University of Calgary   **Sep. 2018 – May 2023**
Bachelor of Science in Software Engineering   *Calgary, Alberta*

GPA: 3.3/4.0
Relevant Coursework: Data structures and algorithms, Principles of Software Development(OOP), Operating Systems, Database Management, Computer Networks System Architecture, Software Requirements, Software Testing, Reliability and Quality

Leadership / Extracurricular

Project 90
Team Lead
- Working with a team to build small vehicles for children with disabilities which will allow them to improve mobility and being able to play with other children easily.