

ADITYA RAJ

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Objective

Looking for a 4-12 month internship, where I can apply my technical skills and provide value to a company.

Education

University of Calgary

Sep. 2018 – May 2023

Bachelor of Science in Software Engineering

Calgary, Alberta

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

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

Experience

ZenHQ

July 2020 – Present

Web and Mobile Developer

Remote

- Develop a front-end code-base from scratch using React, Redux, Material-UI, etc.
- 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.

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.

Leadership / Extracurricular

Shulich Ignite

Mentor

- Taught high-school students the fundamentals of programming using Python to help them build games and grasp important programming concepts.

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.