

# ADITYA RAJ

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## Skills

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**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

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### ZenHQ

July 2020 – Present

*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

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### 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

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### 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

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### 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.