

# ADITYA RAJ

✉ [2001adityaraj@gmail.com](mailto:2001adityaraj@gmail.com)

in [linkedin.com/in/aditya-raj-05b62018b](https://www.linkedin.com/in/aditya-raj-05b62018b)

github.com/Adi33-cloud

## Objective

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

## Education

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### 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

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**Languages:** C, C++, Java, HTML, CSS, Python, JavaScript, SQL

**Frameworks/Other Technologies:** React, React-Native, Node, Express, MySQL, MongoDB, Git, JUnit testing

**Soft Skills:** Time Management, Collaboration, Organization

## 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.
- Working on the company's mobile application for iOS/Android to update class based components into functional components using React-Native.
- Making requests from the company's API, to display and data in tables, modals and other visual fields.
- Developed a responsive Kanban, drag-n-drop front-end feature to help visualize and manipulate data retrieved from API calls.
- Working and collaborating with team members using version control systems such as GIT.
- Working in a Agile/SCRUM 2-week sprint environment using JIRA and SLACK for organization and communication.

## 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.
- Practicing and learning more about Git.

### REST API | Node, Express, MongoDB

- Created a RESTful API with authentication and authorization using JWT (JSON Web Token).
- Implementing user login and registration functionality.
- Verifying inputs to API requests, along with hashing important data such as passwords.

### Simon Game | HTML, CSS, JavaScript

- Recreating the popular handheld Simon game using web technologies.
- Implementing logic for level progression and pattern recognition for the game.
- Working with event handlers and mp3 files to create a responsive game user interface.

### Farm Basket | React

- Farmers Market simulation 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 button which toggles the visibility of the price.

## Leadership / Extracurricular

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### Shulich Ignite

September 2020 – Present

*Mentor*

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

### Project 90

September 2019 – Present

*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.