ARCHIT VERMA

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EDUCATION

SIMON FRASER UNIVERSITY

Jan 2019 - Present

- Bachelor of Applied Science in Computing Science.
- Graduated in August 2024

TECHNICAL SKILLS

- Programming Languages: C/C++, Java, Python, JavaScript, HTML, CSS, Typescript, React, Assembly language (x86), Haskell, Kotlin,
- Concepts: OOP, A*, BFS, DFS, MDP, Data Structures, Constraint Problems, Binary Tree, Threads, Semantics, Android Development, Web Development, Computer vision and graphics, Computational Data Science, Cybersecurity, Big Data, Multimedia Systems.
- Applications: Git, Figma, Balsamiq, Android Studio, Docker, Nginx, Postman, Visual Code, MATLAB, Linux environment (Debian, Ubuntu, etc.), Windows, MacOS, Vim, Firebase, ArcGIS, Terraform, OpenAI.
- Hardware: Arduino, Raspberry Pi4, Marlin Firmware, Klipper Firmware.
- Framework: Express.js, Node.js, Django, Vue.js, Next.js, Jest, Junit, Spark.

PROFESSIONAL EXPERIENCE

Experfy Inc. • WESTBOROUGH, MA

FULL-STACK SOFTWARE DEVELOPER (PART-TIME)

June 2023 - Present

 Contributed to the development of a cloud-based HR platform with Applicant Tracking System (ATS) and Candidate Relationship Management (CRM) suite, using React, Node.js, and Express.js for a scalable architecture. Designed and implemented microservices for job postings, candidate management, and interview scheduling with RESTful APIs. Optimized backend performance by integrating Redis, reducing response times by 35%. Integrated AWS, Docker, and Kubernetes for automated deployments, cutting deployment times by 30%. Applied Terraform for infrastructure scaling, increasing system capacity by 40%. Ensured compliance with GDPR/CCPA through secure authentication with OAuth 2.0 and JWT. Assisted in migrating legacy systems to microservices, improving system resilience and scalability. Collaborated with DevOps to enhance the CI/CD pipeline.

Rapidia Tech Inc. • VANCOUVER, BC

SOFTWARE ENGINEER (PART-TIME)

Jan 2023 - May 2023

- Upgraded Rapidia Host V3 REST APIs to OPEN APIs, enhancing efficiency and integrated Rapidia Slicer with Cura. Developed a Python AI reducing paste wastage by 70% and improving print quality. Played a key role in project planning and documentation.
- SOFTWARE ENGINEER (CO-OP)

• As a Full Stack Developer on the Rapidia Host V3 project, I built a software platform for Raspberry Pi 4 using Typescript, Express.js, and Marlin Firmware enabling 3D printing management and CNC control. I implemented real-time communication, G-code parsing, 3D rendering with Three. is, and managed GPIO, Wi-Fi, and state management. I also designed Uls with MUI, developed RESTful APIs, and ensured reliability through Docker, Nginx, monitoring tools, and testing.

TECHNICAL PROJECTS

• DlshCovery (Food Recognition and Recipe Recommender App)

MAR 2024 - MAR 2024

- In CMPT 419 (Human and Data-Centric AI), I collaborated with two colleagues to develop DishCovery, a web app using Django, TensorFlow, CNN, and ResNet. We trained a food recognition AI on dataset from Roboflow to provide recipes based on detected ingredients and integrated GPT-4 APIs for personalized recommendations.
- Project on GitHub: https://github.com/sbail01/fruit-app
- SIGN LANGUAGE LEARNING APP (FLUENT HANDS)

NOV 2023 - DEC 2023

- Developed an Android app in Kotlin for ASL learning, using Mediapipe and XML, login activity uses firebase APIs. In a team of five, I created the camera activity, learning/result pages, and integrated Mediapipe for gesture recognition.
- Project on GitHub: [group-18] (Project Link). Website: Link

INTERESTS

Computer Vision, AR/VR Immersive Game, Development, Cultural Exploration Travel