Arun Atchuthananthan

Toronto, ON | 647-929-3426 | aatchuth@uwaterloo.ca | aruna6.github.io/arun-a | /in/arun-atchuthananthan

EDUCATION

University of Waterloo   Waterloo, ON
Bachelor of Computer Science   September 2021 - June 2026 (Expected)
- **95.4%** Cumulative GPA - Academic Distinction
- Randall J. Howard Entrance Scholarship; President's Scholarship of Distinction

TECHNICAL SKILLS

Languages: Java, Kotlin, C, C++, Javascript, HTML/CSS, PHP, Scala, Python, Git, Bash, XML, SQL

Tools: Bootstrap, React, Firebase, Jira, Confluence, Arduino, Linux, Docker, Android Studio, IntelliJ, VS

WORK EXPERIENCE

Software Developer   Remote
Infor   January - April 2023
- Created a new **Kotlin** logging system to collect and interpret service data across the WFM software
- Refactored logging features and upgraded **Java** services, reducing recorded execution times by **70%**
- Integrated **Spring aspect-oriented** programming and **XML** to monitor the broader WFM application
- Developed blacklist **privacy** system to actively **parse** logged services and exclude sensitive user data
- Constructed **JUnit** tests to **validate** logging functionality based on data extracted from **SQL database**
- Coordinated **remotely** with several **multinational** teams to discuss and iterate on new features

Software Quality Assurance Engineer   Toronto, ON
AlertDriving   May - August 2022
- Collaborated with both **Dev & QA** teams to enable **TDD** for new user-facing **web** applications
- Validated **backend optimizations** to improve batch processing speeds for **10000+** concurrent users
- Utilized **PHP, SQL,** and database to generate, verify, and adapt over **30000** client reminder emails
- Built test suites on **TestRail** for **JavaScript** filtering features, to improve web UI **maintainability**
- Evaluated and tracked web application behaviour across various host test environments and browsers
- Analyzed **GitFlow & Agile** SDLCs for company software maintainability/efficacy in 20 page report

PROJECT EXPERIENCE

RAIINet+ | Multiplayer Strategy Game   December 2022
- Built and documented **C++** game with visual/text displays and **single-screen multiplayer** capability
- Implemented **object-oriented** design to facilitate mechanical modifications or player **customization**
- Optimized input and **render time** by over **50%** by **decoupling** and **monitoring** element interactions

Lyrify | Spotify Web App   August 2022
- Developed music lyric generation and search on **Spotify API** playback with **Javascript** and **React**
- Implemented user-friendly authentication to connect existing client accounts and personalize web UI

Sonic Levels | 2D Platformer Game   December 2020
- Implemented **Java**-based **object-oriented** programming through **Agile/Scrum** style development
- Developed custom gameplay mechanics: save-states, collision physics, shops, and evolving levels
- Integrated libraries for user customization on backgrounds, music, difficulty, and character design