Arun Atchuthananthan

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EDUCATION

University of Waterloo   Waterloo, ON
Bachelor of Computer Science | Artificial Intelligence Specialization   September 2021 - May 2026 (Expected)
- **95.05%** Cumulative GPA - Academic Distinction
- Coursework: Machine Learning in Economics; Object-Oriented Programming; Application Development

TECHNICAL SKILLS

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

Tools: React, Bootstrap, Firebase, Unity, Linux, Jira, Postgres, Firebase, Docker, Arduino, Solidworks, Android

WORK EXPERIENCE

Android Developer   Toronto, ON
Innovapost   September - December 2023
- Implemented new QR code accessibility features for Canada Post Android app with **over 1 million downloads**
- Analyzed and assisted **Kotlin** code migration to use new **KSP** processing tool and reduced build times by **50%**
- Developed novel analysis tool using **Kotlin** and **Adobe** to provide email summaries of development changes
- Adapted mobile interfaces and page navigation, leading to improved user experience ratings and reviews
- Led initiatives in **Agile** workflow to refine code standards and resource usage across application code repository

Software Developer   Remote
Infor   January - April 2023
- Created a new **Kotlin** logging system to collect and interpret service data in Workforce Management software
- Restructured data logging features and upgraded **Java** services, reducing recorded execution times by **70%**
- Developed **Spring aspect-oriented** blacklist privacy system to filter logged services and exclude sensitive data
- Constructed **JUnit** tests to **validate** logging functionality based on data extracted from **SQL databases**

Software Quality Assurance Engineer   Toronto, ON
AlertDriving   May - August 2022
- Collaborated with both **Dev & QA** teams to enable **TDD** for new **Javascript** features in user-facing web app
- Validated **backend optimizations** to improve batch processing speeds for **10000+** concurrent users
- Utilized **SQL** databases and **PHP** to efficiently generate, verify, and send over **30000** client reminder emails
- Analyzed **GitFlow & Agile** SDLCs for company software maintainability/efficacy in 20 page report

PROJECT EXPERIENCE

Lyrify | Spotify Web App | *Javascript, React, HTML/CSS*   August 2023
- 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

RAIINet+ | Multiplayer Strategy Game | *C++*   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

Sonic Levels | 2D Platformer Game | *Java*   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