Athavan Yokanathan

Toronto, ON | (437) 410-7970 | ayokana2@my.centennialcollege.ca

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JUNIOR DEVELOPER
Client Side Development | Cloud Platform Deployment | RESTful Web Service

HIGHLIGHT OF SKILLS

• A passionate software engineering student focused on creating dynamic and user-friendly web experiences
• Skilled in client-side technologies including JavaScript, HTML5, CSS3, and modern frontend frameworks
• Experienced in cloud platform deployment using AWS, Heroku, and CI/CD pipeline implementation
• Proficient in developing and integrating RESTful Web Services using Node.js, Express.js, and JSON
• Knowledge of database management systems and API integration for web applications
• Solid foundations in Agile practices, SDLC, and technical documentation (SRS/SSD)
• Uses industry tools: Git, Visual Studio Code, Postman, AWS CLI, Jira, and Figma
• Strong problem-solving skills with expertise in debugging, testing and quality assurance
• Experience creating responsive designs and prototypes using Figma and Adobe Creative Suite

EDUCATION

Software Engginnering Teachnolgy (Co-op) Advanced Diploma   Jan. 2022 - Present
Centennial College, Toronto, ON   *GPA: 4.2/4.5 (A)*

Relevant Courses:

Database Concepts (SQL)	Java Programming	Advanced Object Oriented Design
Web Interface Design	Java Script (JS)	Unix/Linux OS
Client-Side Web Development	Web Application Development	Testing & QA
Software Requirements	Data Modeling & Managment	C# Programming

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Software Engineering Projects
Centennial College | Toronto, ON
Full-Stack Mobile Development: Tourism Itinerary App
- Earned **2nd place** in a competitive hackathon by developing a full-stack mobile application for Toronto points of interest using agile methodologies in a 4-person team.
- Engineered a dynamic **React-based front-end** with responsive UI/UX design and integrated **RESTful API services** for real-time data retrieval and mapping functionality.
- Demonstrated end-to-end development capabilities by delivering a scalable prototype under time constraints using iterative development and version control (Git).

Interactive Simulation Development: Bug Catcher Web Game
- Designed and implemented an interactive web-based simulation using **JavaScript, HTML5 Canvas, and C#**, incorporating physics-based game mechanics, collision detection algorithms, and real-time scoring systems.

- Applied **object-oriented programming principles** to develop modular, maintainable code architecture and optimized performance for smooth rendering across devices.
- Created polished front-end interfaces with CSS animations and dynamic DOM manipulation, emphasizing user engagement and interactive feedback loops.

Database System Architecture: Retail Inventory Management
- Led a 4-person team in architecting and deploying a relational **SQL database system** with full CRUD functionality for inventory tracking, utilizing normalization techniques to ensure data integrity and efficiency.
- Developed **stored procedures** and optimized queries for data retrieval and reporting, reducing latency by 30% in key operations.
- Managed the full **software development lifecycle (SDLC)**, from requirements analysis and task allocation to QA testing and final deployment, using Agile/Scrum frameworks.

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INTERESTS

- **Open-Source Development & Code Collaboration:** Contributing to front-end development and conducting peer code reviews for Superstar *Rabbits*, an open-source web game project with a global team of 22+ contributors
- **Digital Media Production & Visual Design:** engaging graphics and video content for social media and promotional use, providing volunteer creative services to local businesses and community organizations
- **Interactive Entertainment & Gaming Communities:** Participating in multiplayer, strategy, and simulation gaming environments, with active involvement in community events and team-based gameplay