Athma Chidambaravasi

Junior Front End Developer

Highly motivated and detail-oriented front-end web developer with a passion for creating clean, responsive, and user-friendly websites. Leveraging skills in HTML, CSS, TypeScript, and design principles to develop intuitive web experiences. Skilled in problem-solving and collaboration, with a background in petroleum technology and power engineering. Seeking an opportunity to bring creative solutions and develop my skills as a front-end developer with a dynamic team.

Contact

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https://athma-vasi.github.io/personal-portfolio/

https://github.com/Athma-Vasi

Education

The Odin Project, Full Stack Open

Full Stack Web Development

2023

Northern Alberta Institute of Technology

Power Engineering Technology 3rd Class - 2020

Petroleum Engineering Technology Diploma - 2019

Power Engineering Technology 4th Class - 2019

Skills

Languages: HTML5, CSS3, TypeScript, JavaScript, Julia

Frameworks and Libraries: React, Vue, Angular, TailwindCSS, Next.js, Mantine-UI, MongoDB, Express, Node.js, Deno

Tools: Vite, Webpack, Parcel, Babel, Figma, Git, GitHub, Linux

Projects

Byblos (2023) - a personal bookshelf single page app, inspired by a passion of reading and public libraries

- Integrated modular, reusable components using Mantine-UI library to create discoverable related pages and a curatable personal bookshelf.
- Designed and implemented a sophisticated search functionality that allows users to refine their searches using advanced keyword modifiers
- Utilized modern best practices in accessibility and usability to create responsive user experience while ensuring a scalable and maintainable codebase
- Developed and executed a suite of end-to-end tests using Cypress, covering all critical functionalities and identifying and resolving performance issues

Battleship (2022) - a vanilla TypeScript game inspired by a love of sci-fi and classic 80's movies

- Implemented tactical overview functionality to display player and computer ships and updated battle messages concurrently with game state
- Improved the firing solution algorithm that uses a combination of random and smart targeting strategies to more accurately hit player ships
- Implemented a typewriter effect using setInterval and promises to asynchronously update the DOM, improving player immersion
- Logically utilized the event loop and manipulated event listeners using setTimeout and callback functions to simulate a game loop

Memoji Card (2022) - an interactive memory card game featuring an emoji theme

- Implemented card shuffling, progressively scaling difficulty and highscore tracking system for an engaging user experience
- Incorporated responsive design principles, modern syntax, and comprehensive end-to-end tests using Cypress

Work Experience

Operations Technician Refined Technologies Ltd. (Jan 2021 - Oct 2021)

- Identified injection points, attached air lines, pressure tested pumps, and injected chemicals into steam manifolds by utilizing plot plans, PFDs and following established procedures during projects at CNRL Horizon, Syncrude Mildred Lake, and Suncor Edmonton
- Effectively communicated with team members and plant operators to coordinate safe and timely operations and equipment demobilizations within schedule

Well Test Operator Roska DBO (May 2019 - April 2020)

- Collected, recorded and tested wellhead pressures, gas and condensate flow rates, tank levels, sand percentages, pH, salinity, H2S levels for well flow testing
- Inspected, maintained and repaired choke manifolds, junk catchers, three-phase separators, production tanks, valves, flow lines, gauge glasses and catadynes