AJAY RAMACHANDRAN

ajay@ajay.app · https://ajay.app · github.com/ajayyy · 613-583-6146 · linkedin.com/in/ajayyy

PERSONAL WORK

Lake Effect Robotics | Android App + Node.js Online Database

Sep 2016 – Apr 2019 (Open Source)

- Created an Android application written in Java to record data on other robots
- Created a central server that collected all the data using Bluetooth
- Created an online database viewing site that got real-time updates from the Bluetooth server

SponsorBlock | JavaScript Browser Extension + Node.js Database Backend

July 2019 – Present (Open Source)

- Created a browser extension to skip sponsor segments of YouTube videos with over 2,000 current users and 10,000 submissions
- Created a submission system for timestamps using a Node.js server hosting an SQLite database
- Created a weighted random algorithm to distribute submissions based on votes

Planets | Java Planet Gravity Game

May 2019 – Jun 2019 (Open Source)

- Created a multiplayer planet-gravity based game allowing players to bounce off each other and planets
- Built using Java and WebSockets for its multiplayer support

Voster Coaster | VR Unity in C#

Feb 2018 – Aug 2018 (Open Source)

- Created a roller coaster building game for VR headsets in C# using Unity and SteamVR
- So far, the game solely supports a VR track creation system using a spline-based system allowing the user to create splines with their controllers in 3D space

Game Jams | Java Games

Aug 2014 – Dec 2018

- Participate in the tri annual Ludum Dare game making competition for the past 14 events
- Participants are assigned a theme and must make a game based in under 72 hours

YouTube History Analyzer | Electron App

Dec 2017 – Jan 2018 (Open Source)

 Created a JavaScript Electron app that analyses your YouTube watch history and makes a summary of your YouTube activity like Spotify's "wrapped" website

TurnBasedA | C# Unity Game

Nov 2017 – Jan 2018 (Open Source)

 Created a game supporting networked multiplayer, saving and loading, and up to 12 players

EDUCATION

Software
Engineering,
University of
Ottawa

2019
Specialist High
Skills Major in
Information and
Communications
Technology, KCVI

SKILLS

- Java
- JavaScript
- TCP Sockets
- Node.js +
 Electron
- C# + Unity
- Python