

# AJAY RAMACHANDRAN

dev@ajay.app · <https://ajay.app> · [github.com/ajayyy](https://github.com/ajayyy) · [linkedin.com/in/ajayyy](https://linkedin.com/in/ajayyy)

## WORK

### ProntoForms | Backend Software Developer (Coop)

May 2020 – Aug 2020, Jan 2021 – May 2020

- Worked in a team on a backend application in **Java** with **Spring Framework**
- Worked on implementing API layer used by apps on mobile devices
- Worked on frontend web portal for managing forms with JSP

## PERSONAL WORK

### 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 700,000 active users
- 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

### uORocketry | C++ Flight Code, Java Ground Station

Sep 2019 – Present (Open Source)

- Created **Java** ground station dashboard showing live graphs from rocket telemetry
- Created window management system to customize graph layouts
- Work in a team on **C++** flight computer state machine to control the rocket

### 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

### 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

## EDUCATION

EXPECTED

**Software Engineering,**  
University of  
Ottawa

2019

Specialist High  
Skills Major in  
Information and  
Communications  
Technology, KCVI

## SKILLS

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

