Kunalan Kevin Subagaran

Education

Queen's University

BACHELORS IN COMPUTER SCIENCE

Sep. 2019 - Apr. 2023

· Courses: Data Structures (Python), Computer Architecture (C, x86 Assembly), System-Level Programming (C, Bash), Logic for Computer Science (Python, JavaScript), Object-Oriented Programming (Java, Python), Linear Data Analysis (MATLAB)

Work Experience

Shop Bonsai Toronto

FULL-STACK ENGINEER INTERN

May. 2021 - Aug. 2021

- · Added features to React dashboard such as filters, exporting orders as a csv, improving product pipeline, and reducing API load by 66%.
- Created external order fulfillment system that has fulfilled over \$30,000 in orders using a Node.is GraphOL API.
- Implemented password reset flow with reset tokens, IP address and Browser validation, and confirmation emails using Sendgrid's Email API.

Shop Bonsai Toronto

SITE RELIABILITY ENGINEER INTERN

Jan. 2021 - Apr. 2021

- Implemented infrastructure as code using Terraform, automating Google Cloud deployments and MongoDB cluster creation.
- Improved monorepo by transitioning to Yarn V2 with local caching speeding up deployment and CI/CD workflows by 18 minutes.
- Revamped Node.js image API written in TypeScript by decoupling upload/download and splitting into microservices.
- Optimized Docker build size by over 90% by implementing multistage builds and parent images.

Projects

Course Central - 2021 View Project

- Progressive Web and Android app built with Next.js and Java for students to see a course's historical GPA, enrollment data, and leave reviews.
- Used Selenium Python web scrapers and Deno to collect, aggregate, and then upload the data of over 850 courses to MongoDB.
- Over 2800 students, with 25,000+ page views recorded through Firebase Analytics.

Forex Trading Algorithm - 2020

View Project

- Created Python forex trading algorithm that made a profit of \$90,000 from an initial investment of \$10,000 using the Quant Connect Platform.
- Created ARIMA model from statsmodels library to place orders and sells based on correlation between forex markets and commodities.
- Preprocessed, graphed, and analyzed 4 years of market data using Jupyter notebooks, pandas, and Mathplotlib.

Infinity & Beyond - 2019 View Project

- · Android arcade game made with Unity and C#. With assets made with Adobe Photoshop and Adobe Illustrator.
- · Currently sits at a 4.9 star rating on the Google Play Store.

Extracurricular Activity

Queen's Tech & Media Association

Kingston

SOFTWARE DEVELOPER

Al Design Team Member

Apr. 2020 - Present

Sep. 2019 - Apr. 2021

- Developed Pronto a rental marketplace web app for students with React. is, JavaScript, and Node. is.
- Created a CRUD system for posts, authentication with FireBase, live messaging, and Stripe API integration for secure transactions between users.
- Won 1st place in pitch competition, and acquired over 50 users, with over \$1100 in rentals placed.

QMIND Kinaston

Created a Python package with TensorFlow and Surprise for deep, mixed, and matrix-based recommendation systems.

Presented a Flask app using the package at CUCAI – Canada's largest undergraduate AI conference - to 100+ industry professionals.

Pickering High School Aiax TEACHER'S ASSISTANT Sep. 2018 - May. 2019

• Taught Java, and concepts such as Data Structures and Object-Oriented Programming to over 25 students during my Grade 12 year.

Skills_

Languages TypeScript, JavaScript, Python, HTML, CSS, Java, Kotlin, Bash, C, C#, MATLAB, Go, x86 Assembly Technologies Node.js, Deno, REST APIs, GraphQL, NoSQL, MongoDB, Redis, Selenium, Git, Android Studio, Unity

Frameworks Express.js, React.js, Next.js, Svelte, jQuery, Flask, TensorFlow, Bootstrap, Gin

DevOps Docker, Kubernetes, GitHub Actions, Semaphore CI, Google Cloud Platform, CI/CD, Terraform