Kunalan Kevin Subagaran

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Education

Queen's University Ontario, Canada

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 - Present

- · Added features to React.js dashboard including filters, exporting multiple orders as a csv, and improving the product pipeline.
- Created external order fulfillment system that has fulfilled over \$30,000 in orders using a Node.js GraphQL 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 (Course Selection App) - 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.
- Used by over 1600 students, with 80,000+ page views across both platforms (according to Firebase Analytics and Authentication).

Forex Trading Algorithm - 2020

View Project

- Created Python forex trading algorithm which was evaluated and trained on the Quant Connect Platform.
- Used 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.
- The trading algorithm was able to make a profit of \$90,000 from an initial investment of \$10,000 over the course of 4 months.

Infinity & Beyond (Android Game) - 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

Aiax

SOFTWARE DEVELOPER

Pickering High School

Apr. 2020 - Present

- · Developed Pronto a rental marketplace web app for students with React.js, JavaScript, and Node.js.
- $\bullet \quad \text{Created a CRUD system for posts, authentication with Fire Base, live messaging, and Stripe API integration for secure transactions between users.}$
- Web app won 1st place in pitch competition, and acquired over 50 users, with over \$1100 in rentals placed.

QMINDKingstonAI DESIGN TEAM MEMBERSep. 2019 - Apr. 2021

• 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.

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, 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