Janahan Ravichandran

SOFTWARE ENGINEERING MAJOR

☐ 416-727-9635 | ✉ janahan.ravichandran@gmail.com | ⌂ janahan.codes | ⓞ Janahan10 | ⓘ janahan-ravi

Education

Ontario Tech University   *Oshawa, Canada*
BACHELORS OF ENGINEERING (B. ENG.), SOFTWARE ENGINEERING (GPA: 3.54)   *Expected Graduation: Apr 2022*
- **Relevant Courses:** Algorithms, Data Structures, Discrete Mathematics, Full Stack Web Development, Linear Algebra, Object Oriented Programming (OOP), Principles of Software Development.

Skills

Languages: Java, Python, Javscript, HTML, CSS, PHP

Frameworks & Technologies: Node.js, Express, Git, MySQL, Angular

Experience

JP Morgan Chase   *Remote*
SOFTWARE ENGINEERING VIRTUAL EXPERIENCE PROGRAM   *Mar 2020 - Present*
- Improved data visualization rendering times by 5% by implementing RESTful APIs to display historical correlation of various stock ratios.
- Tabulated average threshold values accuracy to within 12% of the historical average stock price by implementing **Node.js** microservices to detect when queried data is outside of threshold values.

Bigtech Inc.   *Markham, ON*
SOFTWARE ENGINEERING INTERN   *Feb 2017 - June 2017*
- Maintained and improved employee portal for 150 employees by implementing microservices in **Node.js** and **JavaScript** using a Windows environment.
- Reduced device repair times by 35% by implementing improved graphical user interface for parts ordering system.

Projects

Rock, Paper, Scissors Multiplayer Game   *Feb 2020*
LANGUAGES USED: JAVASCRIPT, EXPRESS.JS, NODE.JS, HTML, CSS
- Developed a collaborative web application, using JavaScript and Node.js providing real time communication between clients and servers.
- Collaborated with a team of two members resulting in improved application processing and rendering time by 30%, through learning new socket web technologies.
- Improved client to server query response time by 10% by implementing RESTful APIs to handle client requests.

Skrt! Rentals Site   *Sep 2019 - Dec 2019*
LANGUAGES USED: JAVASCRIPT, PHP, HTML, CSS, SQL
- Won second place out of 35 teams by collaborating with two other colleagues to develop an innovative change to the car rental business.
- Reduced site load times by 10% through the design and implementation of queries to retrieve images from relational databases.

Super Mario Bros. Game Clone   *Nov 2018 – Jan 2019*
LANGUAGE USED: JAVA
- Implemented object-orientated practices, and GUI elements to improve accessibility of application by 5%.
- Selected as best in-course project out of 30 students for creating a game with high degree of complexity while also displaying a high degree of competency during development.