Janahan Ravichandran

SOFTWARE ENGINEERING MAJOR

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Education _____

Ontario Tech University

Oshawa, Canada

BACHELORS OF ENGINEERING (B. ENG.), SOFTWARE ENGINEERING (GPA: 3.54)

Expected Graduation: Apr 2022

• **Relevant Courses:** Data Structures and Algorithms, Object Oriented Programming (OOP) and Design, Principles of Software Development, Full Stack Web Development, Linear Algebra.

Experience _____

Bigtech Inc.

Markham, ON

SOFTWARE ENGINEERING INTERN

Feb 2017 - June 2017

- Improved repair ticket time by 40% by implementing System Information for Windows (SIW).
- 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.

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.

Skills

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

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

Leadership & Awards _____

Second Place, Ontario Tech Designathon

Sep 2019

DESIGN COMPETITION

- Selected as one of 50 groups campus wide for the design and innovative solution to current automotive industry problems based on functionality, potential, and reliability.
- Conducted extensive research regarding quality assurance and ergonomics in the automotive industry to improve optimal product design.