

# Siddharth Iyer

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## EDUCATION

### University of Toronto

May 2027

*Bachelor of Science - Computer Science (Honours)*

*Toronto, ON*

- Computer Science Specialist, Mathematics Minor, **\$3000 in Scholarships**.
- Relevant Courses: Data Structures and Algorithms, Computer Architecture, Software Design.

## EXPERIENCE

### Software Developer | *AngularJS, .NET Core, Visual Studio, SSMS, Git*

May 2025 – August 2025

*Axiom Group Inc.*

*Toronto, ON*

- Deployed and maintained ERP (Prism) features **used by 200+ employees** across Canada, USA, and Mexico.
- Led Angular migration from v8 to v19, **reducing live production build times by 25+ seconds**.
- Collaborated with team leads and specialists to deliver **15+ feature requests** tailored to their daily operations.
- Optimized backend RESTful APIs with Node.js and SSMS, for improved querying speeds.

## PROJECTS

### Pathway 🧠 | *Next.js, OpenAI, Chromadb, Git*

- Developed a tool with Next.js for course recommendations and scheduling using OpenAI prompts.
- Improved efficiency by **reducing course search time by an estimated 70%** compared to manual browsing.
- Used Python web-scraping with BeautifulSoup to scrape a university website for course information.
- Engineered prompts to a Chromadb embeddings model to align OpenAI responses with user queries.

### Fly-Easy 🧠 | *React Native, Flask, Git*

- Co-led a mobile airport travel companion app with a React Native frontend and Flask backend.
- Integrated real-time flight APIs to provide live updates on departure times, delays, and gate changes.
- Applied constraint satisfaction and greedy algorithms based on user preferences for travel recommendations.

### Full Stack Task Tracker 🧠 | *AngularJS, MySQL, .NET Core, Docker*

- Built a full-stack task tracker with AngularJS **enabling several peers to manage 150+ tasks**.
- Architected RESTful API using .NET Core and Entity Framework with Docker containerization for deployment.

### 2D Pathfinder RPG 🧠 | *Unity, C#*

- Integrated A\* pathfinding with Unity Tilemap system, enabling intelligent pathing across large tilemaps.
- Implemented Rigidbody2D physics for smooth collision detection across complex geometric environments.

### Dr.Mario 🧠 | *Assembly, MIPS Architecture*

- Programmed complete Dr.Mario puzzle game mechanics in MIPS assembly with **2000+ lines of optimized code**, featuring pill rotation, gravity simulation, and chain reaction physics.
- Practiced efficient register allocation for game state and animations within limited hardware constraints.

## TECHNICAL SKILLS

**Languages:** Python, Java, HTML, CSS, Javascript/Typescript, SQL, C, C#, Assembly

**Frameworks/Libraries:** AngularJS, React, Node.js, Next.js, MSSQL, MySQL, .NET, Flask, NumPy

**Developer Tools:** Git, Visual Studio, Docker, Vim, Unity, NoSQL, Linux