

# Siddharth Iyer

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## EDUCATION

### University of Toronto

Sept 2023 - June 2027

Toronto, ON

Honors Bachelor of Science - Computer Science

- Relevant Courses: Software Design, Theory and Computation, and Data Structures and Algorithms
- Former President of campus esports club. Hosted events and helped with major technical setups

## EXPERIENCE

### Full Stack Software Developer *Angularjs, Visual Studio, SSMS, Docker, SDLC*

May 2025 – August 2025  
Axiom Group Inc.

Aurora, ON

- Deployed and maintained new features in an **ERP system** (Prism) used by over **200+ employees**
- Migrated ERP from Angular v8 → v19, cutting build times by over **20s** in live production environments
- Maintained and scaled backend services using **Node.js, Docker, and SQL Server (SSMS)**
- Partnered with team leads to scope, design, and deliver new ERP features in line with workflow requirements
- Debugged and tested across multiple languages and frameworks, ensuring production stability (CI/CD)

## PROJECTS

### Full Stack Task Tracker | *AngularJS, SQL, .NET Core, EF Core, Docker*

[Project Link](#)

- Built a full-stack task tracker used by peers, enabling 100+ tasks tracked with real-time updates
- Implemented a responsive and user-friendly interface using **AngularJS** for seamless task management
- Created an **API using .NET Core and Entity Framework Core** to handle backend task operations
- Designed and managed a robust **Microsoft SQL database** to store and retrieve task data efficiently
- Used **Docker** to containerize the application, ensuring consistent environments across development and production

### Pathway AI Tool | *Next.js, HTML, CSS, Javascript, Typescript, AI, LLMs, Chromadb*

[Project Link](#)

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

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

[Project Link](#)

- Created a full functioning Dr.Mario game on Assembly with **MIPS** instruction set. Implemented complete Dr. Mario puzzle game mechanics in **MIPS** assembly language with **2000+ lines** of optimized code
- Built fully functional **game physics** including pill rotation, gravity simulation, and chain reactions
- Designed custom memory management system for game state, animations, and sounds within limited resources
- Minimized memory footprint by implementing custom data structures and efficient **register allocation**

### 2D Pathfinder RPG | *C# Unity, AI Pathfinding, .NET, Git*

[Project Link](#)

- Programmed a **custom pathfinding algorithm** based on complex templates
- Developed character movement and collision mechanics using **Unity's Rigidbody2D and Physics System**
- Utilized Unity's **Tilemap Editor** to design interactive 2D environments with **layered assets**
- Implemented dynamic camera control to track user movements on a noded grid.

## TECHNICAL SKILLS

**Languages:** Python, Java, C#, HTML, CSS, JS/TS, C/C++, Assembly, SQL, NoSQL

**Frameworks:** AngularJS, React, MySQL, MSSQL, .NET, NumPy, Pygame, JUnit, FastAPI, Matplotlib, Linux, Agile

**Developer Tools:** Node.js, Git, Vim, Visual Studio, Docker, Godot, Unity