

Siddharth Iyer

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EDUCATION

University of Toronto

Sept 2023 - June 2027

Honors Bachelor of Science - Computer Science

Mississauga, ON

- Relevant Courses: Software Design, Theory and Computation, and Data Structures and Algorithms
- Former President of UTM Esports

EXPERIENCE

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

May 2025 – August 2025

Axiom Group Inc.

Aurora, ON

- Implemented new features and bug fixes for company ERP
- Migrated Angular application from v8 to v19, optimizing and saving near 20 seconds on production builds
- Several hours of debugging and testing in all related languages to ensure complete functionality of the application
- Used frameworks and tools like Node.js, Docker, and SSMS to manage databases and add convenient features

PROJECTS

Full-Stack Task Tracker |

February 2025

- Developed a tool with a group of peers to help students find courses based on inputted prompts
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Pathway AI Tool | *Next.js, HTML, CSS, Javascript, Typescript, AI, LLMs, Chromdb*

February 2025

- Developed a tool with a group of peers to help students find courses based on inputted prompts
- Used **Python web-scraping** with BeautifulSoup to scrape a university website for course information
- Implemented an **AI model with OpenAI framework** and **engineered prompts** to decipher web-scraped data
- Utilized an **embeddings model with Chromadb** deciphering user prompts to output valid information
- Improved efficiency by reducing course search time by an estimated **70%** compared to manual browsing

Othello Game | *Java, IntelliJ, Maven, OOP, Algorithm Design, Git*

August 2024 – October 2024

- Developed an interactive Othello/Reversi board game set on the console
- Created a **random CPU and greedy CPU**, for different play styles allowing diverse gameplay
- Optimized overall runtime to **below 7 seconds** while running **10000 random games**

Collaborative Paint Program | *Java, IntelliJ, Maven, GUI, Scrum, Git*

September 2024 – November 2024

- Developed a Paint program from scratch collaboratively, with an **agile scrum** framework and **git** version control
- Utilized several **object-oriented design patterns** (MVC, Observer, Strategy, Command) to create dynamic and reliable functions (Color Palette, Undo/Redo, Pen and Shapes, and File/Edit menus)
- Enhanced user interface with **JavaFX** for overall use of **GUI** design

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

September 2022 – April 2023

- 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.
- Increased frame rate and texture **optimization by 32%** through use of design mechanics

TECHNICAL SKILLS

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

Frameworks: AngularJS, MySQL, MSSQL, .NET, NumPy, Pygame, JUnit, FastAPI, Matplotlib

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