

Siddharth Iyer

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EDUCATION

University of Toronto	May 2027
<i>Bachelor of Science - Computer Science (Honours)</i>	<i>Toronto, ON</i>
<ul style="list-style-type: none">Computer Science Specialist, Mathematics Minor, \$3000 in Scholarships.Relevant Courses: Data Structures and Algorithms, Computer Architecture, Software Design.	

EXPERIENCE

Software Developer <i>AngularJS, .NET Core, Visual Studio, SSMS, Git</i>	May 2025 – August 2025
<i>Axiom Group Inc.</i>	<i>Toronto, ON</i>
<ul style="list-style-type: none">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  <i>Next.js, OpenAI, Chromadb, Git</i>	
<ul style="list-style-type: none">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  <i>React Native, Flask, Git</i>	
<ul style="list-style-type: none">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  <i>AngularJS, MySQL, .NET Core, Docker</i>	
<ul style="list-style-type: none">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  <i>Unity, C#</i>	
<ul style="list-style-type: none">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  <i>Assembly, MIPS Architecture</i>	
<ul style="list-style-type: none">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