

# Siddharth Iyer

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## EDUCATION

### University of Toronto

Sept 2023 - June 2027

*Bachelor of Science - Computer Science (Honours)*

*Mississauga, ON*

- Relevant Courses: Data Structures and Algorithms, Computer Architecture, Software Design.

## EXPERIENCE

### Full Stack Software Developer | *AngularJS, .NET Core, SSMS, Git*

May 2025 – August 2025

*Axiom Group Inc.*

*Aurora, ON*

- Deployed and maintained new features used by **200+ employees** in an **ERP system (Prism)**.
- Led Angular migration **from v8 to v19**, reducing live production build times by **20+ seconds**.
- Optimized backend **RESTful APIs** with **Node.js** and **SSMS**, for improved querying speeds.
- Collaborated with team leads and specialists to deliver **15+ feature requests** tailored to their daily operations.

## PROJECTS

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

[Project Link](#)

- Developed a tool collaboratively for course recommendations and scheduling using **OpenAI prompts**.
- 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.
- Improved efficiency by **reducing course search time** by an estimated **70%** compared to manual browsing.

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

[Project Link](#)

- Implemented 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.

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

[Project Link](#)

- 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#, .NET Framework*

[Project Link](#)

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

## TECHNICAL SKILLS

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

**Frameworks:** AngularJS, React, MSSQL, MySQL, .NET, Flask, NumPy

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

**Methodologies:** Agile/Scrum, RESTful API Design, CI/CD