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*
- 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

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, Chromdb*
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: 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