Siddharth Iyer

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EDUCATION

University of Toronto — May 2027
Bachelor of Science - Computer Science (Honours) — *Toronto, ON*
- Computer Science Specialist, Mathematics Minor, **$3000 in Scholarships**.
- Core Courses: Data Structures and Algorithms, Databases, Machine Learning, Artificial Intelligence, Computer Organization, Software Design, Functional and Logical Programming, Theory and Computation, Software Systems.

EXPERIENCE

Software Developer | *AngularJS, .NET Core, Visual Studio, SSMS, Git* — May 2025 – August 2025
Axiom Group Inc. — *Toronto, ON*
- Deployed and maintained ERP (Prism) features **used by 200+ employees** across Canada, USA, and Mexico.
- Led AngularJS migration from v8 to v19, **reducing live production build times by 25+ seconds**.
- Delivered **15+ production features** in collaboration with team leads and manufacturing specialitsts.
- Optimized backend RESTful APIs with Node.js and SSMS, for improved querying speeds.

PROJECTS

Pathway ⬡ | *Next.js, OpenAI, Chromadb, Git*
- 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 ⬡ | *React Native, Flask, Git*
- 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 for tailored travel routing based on user inputs.

Full Stack Task Tracker ⬡ | *AngularJS, .NET Core, MySQL, Docker*
- 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#*
- 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 ⬡ | *Assembly, MIPS Architecture*
- 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++, C#, Assembly
Frameworks/Libraries: AngularJS, React, Node.js, Next.js, .NET Framework/Core, Unity, Flask, NumPy
Databases: MSSQL (SSMS), MySQL, PostgreSQL
Developer Tools: Git, Docker, Vim, Linux