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, Docker, SDLC* May 2025 – August 2025
Axiom Group Inc. *Aurora, ON*
- Deployed and maintained new features used by over **200+ employees** in an **ERP system** (Prism).
- 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)**.
- Communicated with team leads to scope out 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 realtime 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.
- Containerized the application with **Docker**, 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.
- Engineered 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 Core*
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**.

TECHNICAL SKILLS

Languages: Python, Java, C#, HTML, CSS, JS/TS, C/C++, Assembly, SQL, NoSQL
Frameworks: AngularJS, React, MySQL, MSSQL, .NET, Flask, Linux
Developer Tools: Node,js, Git, Vim, Visual Studio, Docker, Godot, Unity, Agile