

Siddharth Iyer

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EDUCATION

University of Toronto

Sept 2023 - 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.

EXPERIENCE

Software Developer | *Angular, Node.js, .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 Angular migration from v8 to v19, **reducing live production build times by 25+ seconds**.
- Delivered **15+ production features** in collaboration with department team leads and operations managers, spanning inventory tracking, HR forms, accounting logs, and production scheduling.
- Optimized backend RESTful APIs with Node.js and SSMS, for improved querying speeds and API caching.

PROJECTS

Pathway | *Next.js, OpenAI, Chromadb, Git*

- Developed a tool for course recommendations and scheduling using Next.js and OpenAI prompts.
- Improved efficiency by **reducing course search time by an estimated 70%** compared to manual browsing.
- Utilized 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 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.
- Implemented constraint satisfaction and greedy algorithms to recommend personalized itineraries (hotels, restaurants, attractions) based on trip duration, preferences, and weather conditions.

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

- Built a full-stack task tracker with Angular **enabling 2 peers to manage 50+ tasks over a month period**.
- Architected RESTful API using .NET Core and Entity Framework with Docker containerization for deployment.

Dr.Mario | *Assembly, MIPS Architecture*

- Programmed complete Dr.Mario puzzle game in MIPS assembly, featuring pill rotation, and collision physics.
- Implemented game state management, collision detection, and win condition logic within hardware constraints.

2D Pathfinder RPG | *Unity, C#*

- Developed 2D RPG with integrated A* pathfinding and smooth collisions using Unity with C# scripts.

TECHNICAL SKILLS

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

Frameworks/Libraries: Angular, Next.js, Node.js, React Native, .NET Core, EF Core, Flask, Unity, NumPy

Databases: MSSQL (SSMS), MySQL, PostgreSQL

Developer Tools: Git, Docker, Vim, Linux