

# Siddharth Iyer

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## EDUCATION

<b>University of Toronto</b>	May 2027
<i>Bachelor of Science - Computer Science (Honours)</i>	<i>Toronto, ON</i>
<ul style="list-style-type: none"><li>Computer Science Specialist, Mathematics Minor, <b>\$3000 in Scholarships</b>.</li><li>Relevant Courses: Data Structures and Algorithms, Computer Architecture, Software Design.</li></ul>	

## EXPERIENCE

<b>Software Developer</b>   <i>AngularJS, .NET Core, Visual Studio, SSMS, Git</i>	May 2025 – August 2025
<i>Axiom Group Inc.</i>	<i>Toronto, ON</i>
<ul style="list-style-type: none"><li>Deployed and maintained ERP (Prism) features <b>used by 200+ employees</b> across Canada, USA, and Mexico.</li><li>Led Angular migration from v8 to v19, <b>reducing live production build times by 25+ seconds</b>.</li><li>Optimized backend RESTful APIs with Node.js and SSMS, for improved querying speeds.</li><li>Collaborated with team leads and specialists to deliver <b>15+ feature requests</b> tailored to their daily operations.</li></ul>	

## PROJECTS

<b>Pathway</b>    <i>Next.js, OpenAI, Chromadb, Git</i>	
<ul style="list-style-type: none"><li>Developed a tool with Next.js for course recommendations and scheduling using OpenAI prompts.</li><li>Improved efficiency by <b>reducing course search time by an estimated 70%</b> compared to manual browsing.</li><li>Used Python web-scraping with BeautifulSoup to scrape a university website for course information.</li><li>Engineered prompts to a Chromadb embeddings model to align OpenAI responses with user queries.</li></ul>	

<b>Fly-Easy</b>    <i>React Native, Flask, Git</i>	
<ul style="list-style-type: none"><li>Co-led a mobile airport travel companion app with a React Native frontend and Flask backend.</li><li>Integrated real-time flight APIs to provide live updates on departure times, delays, and gate changes.</li><li>Applied constraint satisfaction and greedy algorithms based on user preferences for travel recommendations.</li></ul>	

<b>Full Stack Task Tracker</b>    <i>AngularJS, MySQL, .NET Core, Docker</i>	
<ul style="list-style-type: none"><li>Built a full-stack task tracker with AngularJS <b>enabling several peers to manage 150+ tasks</b>.</li><li>Architected RESTful API using .NET Core and Entity Framework with Docker containerization for deployment.</li></ul>	

<b>2D Pathfinder RPG</b>    <i>Unity, C#</i>	
<ul style="list-style-type: none"><li>Integrated A* pathfinding with Unity Tilemap system, enabling intelligent pathing across large tilemaps.</li><li>Implemented Rigidbody2D physics for smooth collision detection across complex geometric environments.</li></ul>	

<b>Dr.Mario</b>    <i>Assembly, MIPS Architecture</i>	
<ul style="list-style-type: none"><li>Programmed complete Dr.Mario puzzle game mechanics in MIPS assembly with <b>2000+ lines of optimized code</b>, featuring pill rotation, gravity simulation, and chain reaction physics.</li><li>Practiced efficient register allocation for game state and animations within limited hardware constraints.</li></ul>	

## TECHNICAL SKILLS

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

**Frameworks/Libraries:** AngularJS, React, Node.js, Next.js, MSSQL, MySQL, .NET, Flask, NumPy

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