Joel Kayyalakam

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Education

University of Guelph   May 2027
Bachelor of Computing (Co-op), Computer Science   *Guelph, ON*
- **Relevant Coursework**: Data Structures, Algorithms, Object-Oriented Programming, Operating Systems

Experience

University of Guelph   Jan. 2025 – Aug. 2025
Software Developer & Support Specialist Intern   *Guelph, ON*
- Trained **100+** clients on Sharepoint, Drupal, and Content Hub with AODA-compliant guides and tutorials
- Migrated **50+** websites from Drupal 7 to Content Hub by rebuilding components with HTML, CSS, and JavaScript
- Led Agile meetings and worked on UI/UX enhancements and bugfix tickets, increasing client satisfaction by **75%**

Evstry   Feb. 2024 – Present
Full-Stack Developer Intern (Part-time)   *Toronto, ON*
- Developed the Evstry website integrating React with a CMS and design assets from Figma and Webflow, boosting engagement by **60%** and reaching **1,000+** visitors
- Optimized SEO and pixel placement for YouTube, TikTok, and Instagram ads, boosting click-through rate by **35%**
- Guided an Agile team of five software interns, accelerating task completion and improving workflow efficiency

Next Build PCs   Feb. 2023 – Present
Founder   *Cambridge, ON*
- Founded a startup building custom PCs for gamers, creators, and professionals, generating **$7,000+** in revenue
- Designed and assembled **50+** high-performance systems optimized for efficiency, cooling, and aesthetics
- Managed end-to-end client process: consultations, sourcing, assembly, testing, delivery, and post-build support

Projects

Gryphon Racing Formula SAE | *Driveline & Embedded Systems Team*
- Developed and integrated embedded systems for real-time data acquisition and vehicle control
- Collaborated with engineers to design, test, and optimize drivetrain components for improved performance

Spice Mart – Barrie | *Next.js, Tailwind CSS, MongoDB, Auth0*
- Built a full-stack website with an admin portal for managing menu items and inventory using MongoDB and an authenticated RESTful API with full CRUD functionality
- Improved client visibility by **40%** through SEO optimization and responsive, user-friendly UI design

WebCam Scanner | *Python, YOLOv3, MediaPipe, OpenCV*
- Developed a real-time hand and object tracking app with gesture recognition and bounding box visualization
- Optimized image processing for high FPS performance and smooth gesture detection

Mancala Board Game | *Java, Swing, OOP*
- Developed a graphical version of the Mancala game using Java Swing, featuring turn-based logic and two-players
- Applied encapsulation, inheritance, and polymorphism to create modular code with save/load game state support

3D Pong | *Visual Python*
- Built a 3D Pong game featuring single-player, two-player, and high-score modes in a dynamic arena
- Integrated physics-based elements and trajectory variation to enhance game complexity

Technical Skills

Programming Languages: C, C++, Python, JavaScript, CSS, HTML, SQL, C#, Java
Frameworks & Technologies: React.js, Next.js, Node.js, Tailwind CSS, Git, MongoDB, Auth0, Arduino
Design & Methodologies: Figma, Webflow, SolidWorks, AutoCAD, Miro, Agile/Scrum, RESTful APIs