

# Joel Kayyalakam

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## Education

<b>University of Guelph</b> <i>Bachelor of Computing (Co-op), Computer Science</i>	May 2027 Guelph, ON
• <b>Relevant Coursework:</b> Data Structures, Algorithms, Object-Oriented Programming, Operating Systems	

## Experience

<b>University of Guelph</b> <i>Software Developer &amp; Support Specialist Intern</i>	Jan. 2025 – Aug. 2025 Guelph, ON
• Trained <b>100+</b> clients on Sharepoint, Drupal, and Content Hub with AODA-compliant guides and tutorials	
<b>Evstry</b> <i>Full-Stack Developer Intern (Part-time)</i>	Feb. 2024 – Present Toronto, ON
• Optimized SEO and pixel placement for YouTube, TikTok, and Instagram ads, boosting click-through rate by <b>35%</b>	
<b>Next Build PCs</b> <i>Founder</i>	Feb. 2023 – Present Cambridge, ON
• Founded a startup building custom PCs for gamers, creators, and professionals, generating <b>\$7,000+</b> in revenue	
• Managed end-to-end client process: consultations, sourcing, assembly, testing, delivery, and post-build support	

## Projects

<b>Gryphon Racing Formula SAE</b>   Driveline & Embedded Systems Team	
• Developed and integrated embedded systems for real-time data acquisition and vehicle control	
<b>Spice Mart – Barrie</b>   Next.js, Tailwind CSS, MongoDB, Auth0	Feb. 2023 – Present
• Improved client visibility by <b>40%</b> through SEO optimization and responsive, user-friendly UI design	
<b>WebCam Scanner</b>   Python, YOLOv3, MediaPipe, OpenCV	Cambridge, ON
• Developed a real-time hand and object tracking app with gesture recognition and bounding box visualization	
<b>Mancala Board Game</b>   Java, Swing, OOP	March 2023 – Present
• Applied encapsulation, inheritance, and polymorphism to create modular code with save/load game state support	
<b>3D Pong</b>   Visual Python	January 2023 – Present
• Integrated physics-based elements and trajectory variation to enhance game complexity	

## Technical Skills

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