

# Joel Kayyalakam

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## EDUCATION

**Bachelor of Computing (co-op), Computer Science**  
*University of Guelph*

**2022 - 2027**

## EXPERIENCE

### Software Developer

*More Than Circumstance*

**Remote**

*May 2024 – September 2024*

- **Led a team of 7** to overhaul the nonprofit organization's [website](#), **increasing user engagement by 35%** and simplifying navigation.
- Redesigned and developed the site using **Figma for design**, **Webflow for layout**, and **React for functionality**, which enhanced site interactivity and user experience.
- Implemented **AODA-compliant** features (donation, blog, event modules) to make the site fully accessible for all users.
- Developed the **content management system**, and structured site maps and wireframes, ensuring an intuitive and scalable layout aligned with user needs.

### Full-stack Developer

*Evstry*

**Remote**

*February 2024 – August 2024*

- Developed the [Evstry](#) website connecting **CMS**, **Figma**, **Webflow**, and **React**, achieving a **30% boost** in consumer engagement.
- Guided an **agile** team of software interns, accelerating task completion in less time than expected.
- Set up **SEO** strategies and pixel placement for marketing campaigns on platforms like YouTube, TikTok, and Instagram, improving ad targeting and overall reach.

## PROJECTS

### [Spice Mart - Barrie](#)

- Programmed a [website](#) using **Next.js** and **Tailwind**, resulting in a **40% increase** in potential consumers
- Streamlined menu management by integrating a **RESTful API**, resulting in a **50% reduction** in time spent on menu updates.
- Built a portal for administrators by utilizing **Auth0**, enabling secure **CRUD operations** and data management.
- Implemented **MongoDB Atlas** as the backend database solution, ensuring efficient storage and management of all menu items.

### [Employee Management System](#)

- Developed an employee management system in C, utilizing dynamic memory allocation and linked list data structures to manage employee records efficiently.
- Implemented a menu-driven interface for operations like adding, displaying, searching, and removing records, designed with modular code architecture.

### [3D Pong](#)

- Built a 3D version of Pong using Visual Python, with gameplay occurring inside a box, where paddles move along both right and left sides in single-player, two-player, and high-score modes.
- Integrated dynamic 3D objects that alter the ball's trajectory, adding complexity and increasing difficulty across modes, enhancing overall user experience

### [Mancala Board Game](#)

- Developed a digital Mancala game in **Java** with a **GUI**, applying **OOP principles** for player and board logic.
- Used **TDD** to ensure functionality and **custom error handling** for reliable gameplay and maintainable code.

## SKILLS

**Programming Languages:** C, C++, Python, JavaScript, CSS, HTML, SQL, C#, Java

**Technologies:** HTML, CSS, React.js, Webflow, Figma, Next.js, Tailwind CSS, Arduino, Auth0, SEO, SOLIDWORKS, AutoCAD

**Task Management:** JIRA, Miro