Jose Britto Saaji *Software Developer*

✉ jose@britto.tech   🔗 britto.tech   ⌗ github.com/JoseBritto

Objective

Experienced and enthusiastic student with proven strong software development and maintenance skills seeking an internship position that allows me to strengthen my skills while contributing positively to the company goals.

Highlights of Qualifications

- Proactive, inventive, flexible, teamwork-oriented with strong communication and cooperation skills.
- **Worked as a freelance developer** where I gained valuable experience in managing client expectations and working with time and budget constraints.
- Participated in the IEEEXtreme 24-hour Competitive Programming competition in October 2023 and **ranked 8th in Canada**.
- Volunteered to help **maintain a successful open-source budget tracking application**, Denaro.
- Proficient with **Git** version control system and **SQL** Databases.
- Comfortable various technologies including **HTML**, **CSS**, **Javascript**, **Java**, **C#**, **Bash**, **Python**, **PHP**, etc.
- Experience working with and **maintaining Linux hosting environments** and desktop systems.
- Worked with cloud platforms like **AWS** and **Oracle Cloud**.
- Have a strong understanding of object-oriented design patterns and techniques.

Professional Experience

Freelance Developer   May 2022 – November 2022
- Collaborated with clients to deliver a diverse range of **Discord bots** (e.g., music and matchmaking bots, web scrapers, NFT bidding and NHL simulation bots) and minecraft mods.
- Maintained strong client communication to address technical challenges.
- Engaged in frequent feedback sessions to meet client demands.
- Ensured bot integration with Discord's API and exceptional user experiences.
- Kept bots up-to-date with API changes, ensuring reliability.
- Maintained mods to ensure that bugs are addressed in a timely manner and ensured compatibility with targeted game versions.
- Managed project timelines and budgets, consistently meeting deadlines.
- Used **C# and .Net** to develop Discord bots and **Java** for minecraft mods.
- Configured **Linux**-based hosting environments depending on client needs.

Notable Personal Projects

Denaro ↗   August 2023 – present
Personal Finance Management Application
https://app.britto.tech/denaro
- **Actively** involved in **maintaining** the project with **60k+ downloads** and **500+ GitHub stars**.
- Identified and fixed critical bugs, enhancing stability and performance.
- Implemented comprehensive unit tests.
- Used **C# and .NET** for initial development adhering to GNOME's HIG for compatibility with Linux desktops.
- Used **Sqlite** database for efficient storage of account information.
- Currently involved in optimizing and rewriting the codebase in **C++** to leverage Linux's superior c++ ecosystem, reducing custom solution development time and accelerating application development.
- Actively involved in the issue tracker, addressing issues, assigning tasks, and ensuring timely resolutions.
- Engaged with the user community, addressing user concerns, providing relevant updates, and helped create a good public image for the project.
- Contributed to code reviews and discussions about development technologies and the direction of the project.

Shorty ⬀
A simple url shortner with a clean UX
https://shorty.britto.tech/
- Used C# and ASP.Net to create a simple URL shortner website
- Followed MVC patterns to make it easier to scale and maintain
- Used sqlite database for data storage
- Used EF Core to interact with the database, making it easier to switch to a different database when needed
- Provides docker images to self host easily

Esoteric Langugage Interpreter ⬀   August 2022 – September 2022
An interpreter for an esoteric programming language
- Developed a fully functional interpreter for an esoteric programming language using C#.
- Implemented parsing and execution logic to interpret code.
- Ensured code quality by adhering to OOP best practices.
- Documented the project thoroughly, including usage instructions and code comments for ease of understanding and collaboration.

Game of Life ⬀
A recreation of Conway's Game Of Life
- Developed a Conway's Game of Life clone from scratch utilizing Unity game engine and C#.
- Implemented cellular automaton algorithms to simulate lifelike behaviors and patterns within a virtual environment.
- Designed and optimized the game algorithms to run blazing fast.
- Leveraged object-oriented programming principles to create modular and extensible codebase, enabling easy maintenance and future enhancements.

Education

Computer Programming and Analysis   January 2023 – April 2025 │ Toronto, Canada
George Brown College

Awards and Achievements

Dean's Honour List
George Brown College
Awarded with a place in the Dean's Honour List for **all semesters**

IEEEXtreme Programming Competition
Institute of Electrical and Electronics Engineers (IEEE)
Ranked **8th in Canada** and **top 5% globally** for the IEEEXtreme 2023 Competition