Keshav S

Computer Engineering - 4th Year · University of Toronto

keshav.jindal@mail.utoronto.ca | keshavj07

Skills

Languages/Frameworks C, C++, Python, Fast API, Angular 16, HTML5, CSS3, Bootstrap, Node.js, TypeScript, JavaScript, Open API, Jest, Pytest, SQL, Ag-grid 29.3.5, Elastic Search, Harness, Lightspeed

Developer Tools Git, Github, Figma, VS Code, SDLC, Agile, Jira

Experience

Citi Bank

Toronto, Ontario, Canada

Software Developer Intern — ***May 2024 - Aug 2024***

- Developed a backend API using fast-api to retrieve top 10 performing data taggers, integrating with oracle DB and (ELK) elastic Search for optimized querying.
- Engineered and deployed a brand-new version of front-end UI into production using Angular, incorporating advanced features via custom bootstrap. typescript and ag-grid.
- Increased test coverage for backend APIs from 0% to 94% and for front-end components to over 95% using pytest and jest.
- Implemented CI/CD pipelines with harness and lightspeed to integrate jira, gitHub commit workflows within an agile SDLC framework.
- Facilitated the onboarding of 8 new client applications after pitching to senior developers and clients, with the app generating annual savings of $142,500 for a 25-member development support team.
- Led three ML data tagging meetings, improving the ML dataset by tagging over 200 incident tickets.

SSGT Tutors Inc.

Toronto, Ontario, Canada

Front End Developer — ***May 2021 - Present***

- Conceptualized and developed a web app (`https://stemsuccessglobaltutors.com`) for the ed-tech startup, increasing visibility and contributing to a 400 percent increase in revenue.
- Engineered a fully interactive embedded questionnaire using JavaScript, linking directly to a backend Google Spreadsheet, which processed over 200 client queries.
- Implemented a customer service AI chatbot with Google Dialogflow, reducing monthly business operating costs by $800.

Projects

Dark Maps

May 2022

C++, Object Oriented Programming, Git, EZGL Graphics Library

- Develop a geographic information system for multiple international cities (in a team of 3). Focus on SSSP (Search) Algorithms, PM & UI design
- Implemented A* shortest path and Dijkstra's algorithm to determine optimal travel routes containing multiple destination points.
- Implemented pre-clipping algorithm which **improved the application's speed by 39%.**

Space Wars 2071

May 2022

C, GIT, DE1SOC BOARD, ARM PROCESSORS

- Worked in a team of 2 & utilized OOP concepts to create an interactive 2-D alien shooter game with graphics, animations and sound features
- Coded an algorithm that utilized pre-clipping to render only specific regions of the screen. Led to an **improvement of responsiveness by 54%.**

Othello Computer Engine

May 2021

C, Procedural Programming, CodeLite IDE

- In a class of 350-400+ engineering students, was placed in **top 22 of all 350+ computer engines.**
- The engine uses a decision-making algorithm that prioritized using an 8 by 8 position 2D weighted matrix for a "positional" long term strategy.
- Static board evaluation function with a **run time of 7-10 ms (in total) for 40+ moves**

Education

University of Toronto

Bachelor of Applied Science, Computer Engineering — ***September 2019 - June, 2025***

- Annual GPA: 3.1 (FY 2023 - 2024)

Interests

- Chess Expert, Seeing videos on Economics, Current Affairs, Exercise (losing 33 Kgs), Meditation, Foosball