Naman Biyani

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EDUCATION

University of Waterloo　　　　　　　　　　　　　　　　　　　　　　Waterloo, ON

*Software Engineering, Honours, Co-op; **GPA: 3.96/4.00;***　　　　　　　　*Expected May 2028*

SKILLS

Languages: Python, C/C++, Java, JavaScript, TypeScript, TailwindCSS, SQL
Technologies: Next.js, React.js, Docker, Kubernetes, Git, Flask, OpenCV, TensorFlow, Angular, Selenium

EXPERIENCE

Software Engineering Intern　　　　　　　　　　　　　　　　　　　　Kanata, ON

Ericsson | Telecommunications　　　　　　　　　　　　　　　　　*Jul. 2024 – Aug. 2024*

- Improved data retention and analytics by developing a full-stack Grafana Dashboard report generation tool for the CloudRAN team, achieving a **96%** accuracy rate.
- Engineered the frontend using Angular and **Axios** for HTTP requests and authentication, while designing a **Flask-based backend** within a **Docker** container on an Ericsson Kubernetes supercluster.
- Led the software architecture design, ensuring production readiness by **3,500+** Ericsson developers.

Data Science Intern　　　　　　　　　　　　　　　　　　　　　　Ottawa, ON

Ottawa Hospital Research Institute　　　　　　　　　　　　　　　　*Jul. 2023 – Oct. 2023*

- Created analytics systems for datasets of **2,500+** patients across **50+** dimensions with **Python** and **Pandas**, revealing trends, patterns, and outliers for data-driven decision-making.
- Built reusable data pipelines, reducing analysis time by **5+ min. per patient** in preprocessing.
- Implemented the Kidney Failure Risk Equation (KFRE), generating accurate risk reports and valuable patient assessments in the prevention of Chronic Kidney Disease (CKD).

Software Coordinator & Lead Website Developer　　　　　　　　　　Ottawa, ON

FIRST Robotics Team 8729　　　　　　　　　　　　　　　　　　*Jan. 2022 – Mar. 2023*

- Led a multidisciplinary team of software members specializing in robot simulation in **WPILib (C++)** in order to better equip our team for competitions, aiding in the team's World Championship placement.
- Independently designed and developed a full-stack <u>website</u> in HTML, TailwindCSS, and modern JavaScript in order to increase publicity and create a professional public perception.

PROJECTS

⬚ **<u>LooGuessr</u> (Winner at Hack the North '24)** | *MappedIn SDK, NextJS, MongoDB | Sept. 2024*

- A full-stack social media application built to familiarize UWaterloo freshmen with their campus and surrounding areas by using a campus-wide hide & seek map.
- Won **3rd place** and **CAD$300** in the Hack the North API category out of **1000+ participants.**

⬚ **<u>LooLines</u>** | *ReactJS, NextJS, Python, TensorFlow, TailwindCSS, Supabase | Dec. 2024*

- Led the architecture and backend development for a full-stack web-app to estimate the wait times at various food establishments at UWaterloo using **Bluetooth RSSI** device detection.
- Achieved **89% accuracy** in real-time wait time estimation, enhancing user experience at campus eateries.

⬚ **<u>UberBike</u> (Uber Global Hackathon)** | *Python, NumPy, Pandas, pyFolium | Sept. 2023 – Oct. 2023*

- Developed a quantitative model to assess the feasibility of introducing electric bicycles in Uber markets.
- Earned international recognition as a **North American Qualifier** among **2,500+** competitors.

⬚ **<u>Rocket Lander Web Game</u>** | *Godot Game Engine, Python, GDScript, C# | Jul. 2023 – Aug. 2023*

- Designed and developed a **published browser game** as an exercise in game development and shipping.
- Utilized the **Godot Game Engine** and Python-based scripting for game mechanics and logic implementation, leading to **125+** plays.