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*

PROGRAMMING SKILLS

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

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 and adoption by **3,500+** Ericsson developers across global teams.

Data Science Intern	Ottawa, ON
Ottawa Hospital Research Institute	*Jul. 2023 – Oct. 2023*

- Analyzed 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 **40%** and enhancing consistency 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 team of software members specializing in robot simulation in order to better equip our team for competitions, aiding in the team's World Championship placement.
- Independently designed and developed a full-stack website in **HTML**, **TailwindCSS**, and **modern JavaScript** in order to increase publicity and create a professional public perception.

PROJECTS

⌥ LooGuessr (Winner at Hack the North '24) | *MongoDB, ReactJS, NextJS, MappedIn SDK*

- 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.
- LooGuessr came **3rd place** in the Hack the North API category out of **1000+ participants.**

⌥ LooLines | *ReactJS, NextJS, Python, TensorFlow, TailwindCSS, Supabase*

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

▶ UberBike (Uber Global Hackathon) | *Python, NumPy, Pandas, pyFolium*

- Developed a quantitative model to assess the feasibility of introducing electric bicycles in Uber markets.
- Earned **international recognition** among **2,500+** competitors for innovation in analysis & visualization.

⌥ Rocket Lander Web Game | *Godot Game Engine, Python, GDScript, C#*

- 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.