Nithash Rajendram

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HIGHLIGHTS OF QUALIFICATIONS

- Excellent interpersonal skills, problem solving skills, organizational skills, communication skills and passion for software acquired from past experiences in group projects and research
- Strong ability to analyze and develop solutions by applying software fundamentals and analytical methods to enhance efficiency
- Demonstrate exceptional interpersonal skills, detail oriented, and ability to communicate effectively in team environments to build professional rapport with team members
- Fundamental knowledge in computer structures, analytics, python frameworks, database, and algorithm from projects that required self learning and research to find the most effective approach
- Developed team building skills, time management, and organizational skills by working on projects in team environments to create and design data structures

TECHNICAL SKILLS

Programming: C, C++, JavaScript, Python, MATLAB, SQL, Java, React
Operating Systems: Linux, Windows and MAC OS

EDUCATION

Bachelor of Science: Computer Science 2018 – 2022
Ryerson University

- **Relevant Courses:** Database Systems, Artificial Intelligence, Operating Systems, Computer Organization, Discrete Structures, Data Structures and Artificial Intelligence

PROJECTS

Ebay Auction Database - https://github.com/NithashR/Ebay_Auction March 2021
Data Structures (CPS305), Ryerson University

- Presented and implemented Relational Database Management Systems (RDMS) for a SQL database that mimicked an Ebay Auction graphical user interface (Java, Oracle SQL)
- Created a program using analytical methods and software fundamentals to present collective data from the database within a user interface where it be altered or removed
- Completed the user interface to incorporate techniques of database organization, management, and design to achieve efficiency

Find Waldo November 2019
Computer Science (CPS190), Ryerson University

- Developed an image detection program which uses a template matching algorithm to find Waldo in a large, cluttered image (Python)
- Performed in-depth analysis of pixels by calculating the difference in grayscale luminance of each pixel
- Generated a time and resource efficient program by incorporating quicksort and binary search algorithms

Robot Apocalypse March 2022
Virtual Reality (CPS643), Ryerson University

- The game allows the user to look around the virtual reality and see the robots approaching. The user can defend themselves.
- Developed a virtual reality game, using C++ and C# on Unity. The game consists of light shaders, animations, input devices, a user interface and advanced rendering. This was completed by doing research on the relations between graphics and enhancements
- Constructed functions in C++, which allows user to interact with the virtual surroundings, such as picking up objects, sound, and haptics outputs by implementing graphics and previous knowledge in user interface

EXPERIENCE

Software Engineer Intern Summer 2019 – 2020

Resimply Kitchen and Cabinets

- Analyzed and interpreted complex problems and issues by creating automation and data entry
- Completed software projects in a team environment by communicating, suggesting new perspectives, and being organized when working on tasks
- Designed and built a web application, which allowed customers to communicate with the establishment

Instructor Summer 2018

Peel Sail Science Camp

- Participated in a team environment consisting of teachers and peers to develop ideas and projects for student learners
- Taught students basic coding and understanding of robotics by preparing projects and activities to assist the learning process
- Delivered existing projects, and new projects to students by simplifying concepts to be understood easily

Team Leader September 2014 – July 2018

David Suzuki Robotics Team

- Collaborated with eight peers to compete in the Vex Robotics Competition. Competed in the provincials
- Built a projectile launching mechanism to complete objective and programmed robots to perform tasks autonomously
- Developed various effective programs for autonomous robot objectives by collaborating with team members and faculty, which allowed us to compete in provincials.