

Siddhardh Palaparthi



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PSiddu



in siddu-palaparthi



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EDUCATION

University of Waterloo

Honours Bachelors of Computer Science (Co-op)

Waterloo, ON

2020-2025 (Expected)

SKILLS

Languages: Java, C, Python, R, Racket, HTML, CSS, JavaScript, XML

Tools and Frameworks: React, React Native (Expo), Chakra.ui, Git, Bash, npm, Photoshop, VSCode

EXPERIENCE

Youth Book Drive Collective

Brampton, ON

Co-Founder and Lead Front-end Developer

Aug 2019 - Present

- Registered a non-profit youth organization dedicated to improving literacy for under-served children
- Currently leading the front-end development of a **responsive** website using **React**, **JavaScript** and **Chakra.ui** that displays organizational goals, news and progress while allowing visitors to sign up as a volunteer or request curbside book pickups.
- Worked with a team of UI/UX designers who designed **Figma** wireframes that we are currently following.
- Managed a team of executives and volunteers to coordinate our social media campaign and our weekly book collections in local neighborhoods, received over **800** donated books to date.

University of Toronto, School of Environment

Toronto, ON

Research Assistant

Sept 2018 - June 2019

- Assisted in research projects of economics and environmental science involving simulations using proprietary **CobWeb** software under the supervision of Nobel Peace Prize recipient Dr. Brad Bass
- Led and mentored multiple new students in the program and facilitated training to integrate them into the lab

PROJECTS

Personal Website (siddhardhpalaparthi.com)

- Created a personal website using **React**, **JavaScript**, and component libraries such as **Chakra.ui**, **react-reveal**, and **framer-motion**.
- Designed as a single-page continuous scroll webpage that includes animations and interactive components such as image galleries, information cards, and draggable icons. You can also toggle between light and dark **themes**.
- Implemented **responsive** compatibility for devices of varying screen sizes.

Connect 4 Game

- Created an interactive version of Connect 4, where pieces don't drop down, but stay where you click on the board.
- Leverages **Javax Swing** and **Sound** libraries to create a multi-screen UI, including a home screen, instructions screen, settings menu, and the game itself.
- Developed a win-check algorithm to determine if a "Connect 4" has been made.
- Currently working on re-implementing the game as an **Android** Application.

Python Pause-Play Script

- Inspired by my need to pause and play my music while studying without leaving my current screen.
- **Python** script that uses the **Spotify API** to access my music, and pause/play it when the mapped key is pressed.

ACHIEVEMENTS

- **AlphaHacks First Place Award** - Financial literacy app that teaches users about Fintech and personal finance
- **DECA Ontario Provincial Finalist** - Team exam and case study competition (qualified for ICDC)
- **FBLA Canada 3rd Place** - Nation-wide collaborative marketing case study competition
- **STEM Fellowship Scholarly Writing Challenge Winner** - Top submission in the physical sciences category