

RIJUL CHADHA

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TECHNICAL SKILLS

Languages/Frameworks: Python, Java, HTML, CSS, JavaScript, React, MongoDB, SQL, Express.js, Node.js, C, Perl, PHP, jQuery, Bootstrap, Prolog, C++, Ruby, ASP, JSON, Tailwind, Tkinter, Matplotlib.

Tools: Git, GitHub, Power BI, Tableau, Oracle, Visual Studio Code, Unix, Excel, MacOS, MS Office (Excel, PowerPoint, Word), Linux, Windows (10,11), AWS.

PROJECTS

Resortify | *HTML, CSS, Bootstrap, JavaScript, Node.js, Express.js, MongoDB, Rest APIs*, | [link](#) *Sept 2024 – Dec 2024*

- Developed Resortify, a resort listing platform with a Node.js and Express backend, integrated MongoDB for secure data management, and RESTful APIs to ensure seamless performance and responsive user interactions.
- Designed a dynamic, user-friendly interface with HTML, CSS, and Bootstrap, incorporating features like listing management, booking functionality, and error handling for an intuitive user experience.

Payroll Management DBMS | *Oracle, SQL, PHP, HTML, CSS* | [link](#) *Aug 2024 – Sept 2024*

- Developed a Payroll Management System using Oracle SQL and PHP, enabling efficient management of payroll data, including employee records, salary processing, and tax calculations.
- Implemented dynamic web functionality with PHP, allowing administrators to create, update, and manage payroll records through an intuitive interface, streamlining reporting and database operations.

Personal Portfolio Website | *React, Vite, Bootstrap, Motion, HTML, CSS* | [link](#) *July 2024 - Aug 2024*

- Developed a personal portfolio website using React, Vite, and Bootstrap, optimizing for both desktop and mobile devices, ensuring a seamless and responsive user experience across various screen sizes.
- Applied mobile-first design and performance optimizations, including lazy loading and media queries, to improve load times, interactivity, and accessibility on mobile devices.

Simon Says game | *JavaScript, HTML, CSS* | [link](#) *May 2024 – June 2024*

- Developed an interactive color-based memory game using JavaScript, incorporating dynamic UI updates, event handling, and responsive user feedback for an engaging gameplay experience.
- Designed and implemented game mechanics, including sequence generation, user input validation, and state management, ensuring smooth functionality and a seamless user experience.

Bank management system | *C++* | [link](#) *July 2022 - Aug 2022*

- Designed and implemented a comprehensive bank management system in C++ to handle customer account operations, including deposits, withdrawals, balance inquiries, account creation, modification, and deletion, with robust error-handling mechanisms.
- Applied object-oriented programming (OOPs) principles to create a modular and scalable codebase, ensuring maintainability, readability, and efficient system performance.

EXPERIENCE

Security Professional Supervisor *Toronto, ON, Canada*

The West Egg Group (Exhibition Palace)

March 2023 – Present

- Supervised a team of 20-30 security personnel, ensuring protocols and demonstrating strong leadership.
- Managed scheduling, task allocation, and on-site issues while collaborating with City of Toronto and event staff to ensure a secure, orderly environment, demonstrating strong communication skills.

Teaching assistant intern

Phagwara, Punjab, India

Digitech Computer Institute

Sep 2022 - Dec 2022

- Provided Python teaching assistance to students, delivering one-on-one support to address coding challenges and enhance their understanding of programming concepts.
- Designed and facilitated hands-on coding projects, enabling students to apply theoretical knowledge to practical problems, improving their problem-solving skills and boosting course engagement.

EDUCATION

Toronto Metropolitan University (Formerly Ryerson University)

Toronto, ON, Canada

Bachelor of Science in Computer Science (Co-op)

Jan 2023 - May 2027