

RITHU CHANDRASEKAR

4A Honours Computer Science

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EDUCATION

**University of Waterloo,
Waterloo, Ontario**
Honours Computer Science
Expected Graduation: May
2018

President's Scholarship,
September 2013
– Entrance Scholarship for
obtaining an average above
90%

SKILLS

Programming:

JavaScript / HTML / CSS /
C++ / C / BASH Scripting /
Scheme / SQL (ongoing)

Frameworks:

Angular / Ember / Bootstrap
/ Materialize

Design:

Adobe Photoshop

Other Tools:

Git / Firebase

RELEVANT COURSES

Object-Oriented Software
Development

Data Structures and Data
Management / Algorithms

User Interfaces

Operating Systems

Database Management

Computer Networks

ACTIVITIES/INTERESTS

Attended the Grace Hopper
Conference for Women in
Computing 2016

Attended Hack the North 2016

Kayaking / Badminton / Reading

WORK EXPERIENCE

Technology/Consulting Co-op, Capco
Toronto, Ontario

September 2016 – December 2016

- Developed features for the online banking platform for the Caribbean sector of a Top 5 Canadian Bank using JavaScript with Angular, HTML, and CSS
- Collaborated with client, BAs, and developers, in an Agile environment, to fulfill requirements and get features production-ready
- Designed a proposal for a peer-to-peer lending platform that leverages blockchain technology, called Educhain
- Presented Educhain to 20+ employees in the company

**Mobile App Designer/Developer (Co-op), Defense Research and Development
Canada**

Toronto, Ontario

January 2016 – April 2016

- Created designs for a static, text-based app using Adobe Photoshop keeping usability and user-centered design in mind
- Implemented features on a cross-platform app (used Cordova) using JavaScript, Ember.js, jQuery, HTML, and CSS
- Attended a training session to learn about facilitating usability testing

Software Tester (Co-op), CryptoMill Technologies Inc.

Toronto, Ontario

May 2014 – August 2014

- Created and executed test cases for mobile and desktop apps; improved detail orientation
- Participated in marketing and UI/UX discussions to ensure the app was user-friendly

PROJECTS/ASSIGNMENTS

Hack the North 2016 (*JavaScript, HTML, CSS, Angular, Firebase*)

Built a web app that allows elementary school teachers to award points and achievements to their students. Students can also access their account and redeem rewards

RateMyRoof (*JavaScript, HTML, CSS, Materialize*)

Working on a website that allows users to rate, review, and search properties in the Waterloo region

UW Monopoly (C++)

Wrote a text-based Monopoly game for a final project

Daily Activity Tracking (*JavaScript, HTML, CSS*)

Created a User-friendly Daily Activity Tracking web app for a course assignment

UW Pin (*UWaterloo API, Google Maps API, JavaScript, HTML, CSS, JSON*)

Created a simple web app to pin UW buildings on a map for a course assignment