

Rohan Poojary

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EDUCATION

University of Toronto | Honours Bachelor of Science in Computer Science, Statistics Sept 2018 - Jun 2023

- **GPA: 3.86/4.0**
- **Awards:** Dean's List Scholar | Honour Roll 2019-2020, 2020-2021
- **Coursework:** Software Development, Data Structures and Algorithms, Web Development, Systems Programming

TECHNICAL SKILLS

- **Programming Languages:** JavaScript, TypeScript, Python, Java, C, HTML5, CSS3, SQL
- **Tools/Frameworks:** React, StorybookJS, Webpack, Node.js, Django, Git, PostgreSQL

EXPERIENCE

Associate Web Engineer

May 2021 – Present

Wattpad | Toronto, ON

- Migrated the web application's Search experience from Backbone.js to **React**, leading to an **11%** increase in user engagement within the first two weeks of launch.
- Developed submission forms and contest banners for the 2022 Watty awards while reducing the number of API calls made by **67%** and receiving over **30K** submissions with **zero** major bugs on launch.
- Built the foundation elements for Wattpad's design system in collaboration with internal teams and stakeholders using **TypeScript**, **React**, **StorybookJS** and **Webpack**.

Teaching Assistant

Jan 2022 – Apr 2022

University of Toronto | Mississauga, ON

- Worked as an Undergraduate Teaching Assistant for the course CSC309: Programming on the web.
- Conducted weekly tutorials to teach **JavaScript**, **React**, and **Django** fundamentals to a class of **10-15** students.
- Provided timely feedback and guidance to **50+** students.

Web Developer

Sept 2020 – Feb 2021

ICUBE UTM | Mississauga, ON

- Developed **five** responsive websites for clients using **HTML**, **CSS**, **JavaScript**, and **MySQL**.
- Created a custom WordPress plugin using **PHP** to simplify and automate clients' workflow, saving them over **30** manual hours of work per month.
- Worked in an Agile environment and participated in sprint planning and code reviews.

Quality Engineer Intern

May 2020 – Aug 2020

Royal Bank of Canada (RBC) | Toronto, ON

- Worked on the Client Cards team to automate UI Testing, authoring **350+ test cases**, the highest by an intern.
- Developed automation scripts in **Python** with **Selenium**, increasing automated test coverage by **48%**.
- Created understandable, reliable, and maintainable test suites in collaboration with the QA team.

PROJECTS

[Fire video editor](#)

Jan 2020 – Apr 2020

- Built a web application for editing videos right from your web browser using **React** and **Typescript**.
- Developed a rich user experience that enables users to crop, scale, trim, move, split, and animate videos with ease.
- Implemented a **RESTful** backend using **Node.js**, **Express** and **MongoDB** to handle requests from the client-side application.

2-D MMOG game

Jan 2020 – Apr 2020

- Developed a Massively Multiplayer Online Game (MMOG) game using React, allowing multiple players to play the game against each other, fire ammunition, pick up and use items, and move around using a keyboard.
- Built a **RESTful** backend using **Node.js**, **WebSockets**, **Express**, and **PostgreSQL** to handle API requests, store game data, and run the game's model.