Rohan Poojary

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EDUCATION

University of Toronto | Honours Bachelor of Science in Computer Science, Statistics **(3rd Year)**   Sept 2018 - **Jun 2023**
- **GPA: 3.83/4.0** | **Dean's List Scholar | Honour Roll 2019-2020**
- **Coursework:** Software Development, Data Structures and Algorithms, Web Development, Systems Programming

SKILLS

- **Programming Languages:** Java, C, Python, HTML5, CSS3, PHP, JavaScript, SQL, Dart, Racket, Haskell
- **Tools/Frameworks:** Git, GitHub, Linux, MySQL, DB2, NumPy, scikit-learn, Scrum, Jira, REST, VSCode

EXPERIENCE

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**, highest by an intern in the team.
- Developed automation scripts in **Python** with **Selenium**, increasing automated test coverage by **48%.**
- Automated Mainframe application testing by implementing automated scripts using **Java**, **LeanFT,** and **Cucumber**.
- Developed understandable, reliable, and maintainable test suites in collaboration with the QA team and executed tests using **CI/CD** tools like **Jenkins**.

Web Developer   Sept 2020 – Present

ICUBE UTM | Mississauga, ON
- Developed 5 responsive websites for clients using **HTML, CSS,** and **MySQL**.
- Created plugins for WordPress using **PHP** and **JavaScript** to meet project requirements.
- Worked in an Agile environment and participated in sprint planning and code reviews.

PROJECTS

Arezue: Anonymous hiring mobile app   Jan 2020 – Apr 2020
- Built an **anonymous job hiring app** aimed to reduce discrimination in the job hiring process with a team of four students.
- Developed using **Flutter SDK - Dart** - enabling cross platform development from a single codebase.
- Leveraged **Firebase** Authentication for enabling a secure Sign-In and Registration.
- Utilized **HTTP** requests and **REST API** for seamless communication.
- Placed **Top 20** globally in the Google Solution Challenge.

SpreadSheet Software   Oct 2020 – Nov 2020
- Created the backend of a spreadsheet-like software following **functional programming** paradigm.
- Developed an Interpreter using Haskell to evaluate the spreadsheet.
- Built a static type inferencer and checker for the spreadsheet language in Racket using miniKanren and constraint logic programming.

Othello Board Game   Oct 2019 - Nov 2019
- Developed Othello, a two-player game using **Java, JavaFX and CSS**.
- Architected the app using **object-oriented design** principles and by utilizing **Design Patterns** such as **MVC** and **Observer/ Observable**.
- Followed **Scrum - Agile** Software Development Life Cycle **(SDLC).**

EXTRACURRICULAR

Second Year Associate   Sept 2019 – Apr 2020

Google Student Developer Club | Mississauga, ON