Sagarika Rabindranath

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EDUCATION

University of Toronto

Expected Graduation May 2025

Bachelor of Applied Science in Computer Engineering, Minor in AI

EXPERIENCE

Amazon Robotics

May 2023 – July 2024

Software Development Engineer Co-op

- Developed a software application with **React** and **Java** with an Amazon-owned SDK to simplify the calibration process of Captron buttons in robotic workcells at Amazon FCs, achieving a **35% reduction** in workcell setup time for customers
- Created a configurable Java-based backend package template to expedite package creation for customers, including example workflows showcasing the interplay among SDK, backend, and frontend components
- Developed a Kotlin microservice for seamless projector integration, optimizing energy usage across 50,000 robotic
 workcells. This adjustment of laser state during idle periods will enhance cost efficiency, contributing to annual
 energy savings of US \$1.3 million
- Developed a Kotlin microservice template streamlining customer onboarding and facilitating the creation of customized microservices, resulting in significant time savings for developers and customers

Royal Bank of Canada

May 2022 – August 2022

Software Engineer Intern

- Lead developer for talent management web app using **Django** and **React** to streamline the internal recruitment process, allowing recruiting team to analyze potential talent 30% faster
- Effectively collaborated in a cross-functional team to scope web app and define business/development requirements by prototyping and using gap analysis
- Fine-tuned database design to optimize app performance and adaptability

Projects

Speech Recognition for Accented Speech | Machine Learning Project

May 2023 – August 2023

- Led a class collaborative project aimed at enhancing speech recognition technology for individuals with diverse accents
- Applied innovative strategies and algorithms to address accent variations and improve speech recognition accuracy
- Worked closely with teammates to analyze accent patterns and implement solutions tailored to specific linguistic challenges
- Documented project methodologies and findings to share insights with peers and instructors

GIS Mapping Software | Path Finding Project

Jan 2022 – May 2022

- Developed a mapping software using C++ STL and OpenStreetMap database
- Implemented Dijkstra, greedy and simulated annealing algorithms to optimize the shortest path for the traveling salesman problem and placed in the top 20% of the class
- Implemented autocomplete search functionality, and UI using **EZGL** and **GTK**, while following accessibility guidelines to make UI more inclusive

TECHNICAL SKILLS

Languages: Kotlin, Java, Python, C/C++, SQL (Postgres), Typescript Frameworks: React, Django, JUnit, Material-UI, Smithy, EZGL, GTK

Developer Tools: Git, Docker, AWS, Module Federation, Jira

AWARDS AND ACHIEVEMENTS

Second Place Prize winner against 70 teams at NewHacks, IEEE UofT's hackathon

Third Place Prize winner at KuriusHack hackathon

Dean's Merit Award (\$10,000) admission scholarship for academic excellence