Sanju Sathiyamoorthy

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Relevant Experience

Application Developer – Teranet (Sept 2021 – Dec 2021)

- Shipped code to production on Teranet's largescale google maps API based web application "Geowarehouse"
- Fixed backend bugs (network, content display, database retrieval)
 using Java (Spring boot) and SQL
 - o performed API testing using POSTMAN to verify fixes
- Fixed UI bugs and created responsive content for the client side using HTML, CSS/LESS, JS and AngularJS
- Improved company's backend client dashboard
 - o Implemented JS sorting algorithm to organize database results
 - Worked with Json Web Tokens to authorize users
- Implemented frontend to backend connections using Async JS & Java
- Worked closely with Quality Assurance to test and verify code

Web Developer/Designer - Digital Main Street at Communitech (January 2021 - April 2021)

- Worked closely with UX/UI Designer and analysts to help small businesses negatively affected by the Pandemic
- Created/improved their digital presence and acted as technical support for non-technical business owners
 - Created sites from scratch, implemented product catalogue and online delivery function, SEO work
- Used HTML, CSS, JavaScript and worked with variety of Content Management Systems
- Greatly improved interpersonal skills through working closely with team & clients
- Became comfortable working under pressures with tight deadlines for multiple clients at once

Skills

Languages/Concepts

- C++, Java (SpringBoot), HTML, CSS/LESS, DOM, JavaScript ES6, Angular JS, SQL, Python
- API testing, Async JS, JWT, OOP data structures & algorithm, microprocessors & digital logic

Dev Tools:

- Postman, Tomcat, Jboss, Git, Jenkins, Jira
- · Eclipse, Vs Code, Command Line
- Shopify, WordPress, Wix, GitHub pages

Personality:

- Problem solver with knack for analytical thinking
- · Highly motivated to work
- Naturally inquisitive with an eagerness to learn
- · Efficient time management skills
- clear communication and strong collaboration

Education

University of Waterloo (ON)

(Sept 2020 – April 2025)

 Candidate for Bachelors of Bachelors of Mechatronics Engineering

Projects

Personal Portfolio - (Still Under Development)

Using HTML, CSS, JavaScript created a static website using GitHub Pages (Click to view)

Odyssey - (1 month)

- Created an arcade game from scratch with its own physics engine (Click to Play)
- Practice with UX/UI for the game design (ex: sprites, animations, sounds, menus, loading screens)