SARANYA VIDYANANTHAN

Software Developer

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EDUCATION

Bachelors of Computer Science

University of Waterloo

📅 Expected April 2022

EXPERIENCE

Backend Developer

OANDA Corporation

📅 Jan 2020-Apr 2020   📍 Toronto, ON

`C++` `Python` `SQL` `Java`

- Developed a microservice that handles GET endpoints, responsible for retrieving company client information, enhancing data flow security protocols.
- Designed and implemented several REST and Thrift API endpoints using SQL and C++.
- Implemented Google protocol buffers to improve communication between services and worked with Financial Information eXchange (FIX) protocols to improve communication with banks.
- Maintained product quality by participating in code reviews, executing unit and integration testing, and overseeing application deployment.
- Created test and database scripts using Python and SQL.

Software Test Engineer

Clearbridge Mobile

📅 May 2019-Aug 2019   📍 Toronto, ON

`Java` `Kotlin`

- Developed test scripts for automated mobile and API testing in Java for Android and iOS applications, increasing testing time efficiency.
- Integrated automated testing using continuous integration tools, improving the time to market and overall product quality.
- Investigated and fixed bugs in Kotlin for Android applications, improving application performance.
- Used tools such as Android Studio, IntelliJ IDEA, Selenium, and Charles Proxy to perform and develop test cases for back-end testing, compatibility testing, functionality testing, regression testing and GUI testing.

Technical Analyst

Canadian Imperial Bank of Commerce

📅 May 2018-Aug 2018   📍 Toronto, ON

`Bash` `SQL`

- Promoted changes into the production environment using bash scripts. Automated bash scripts for weekly jobs resulting in high efficiency.
- Worked with the Autosys Job Scheduler in JIL to automate tasks, schedule, monitor and report jobs.
- Used SQL scripts to manipulate and extract data from tables.
- Worked closely with the development team in an Agile environment.

PROJECTS

Computer Science Questionnaire

`Kotlin` `Android`   📅 Sep 2019

- Designed an Android application using Kotlin on Android Studio. The quiz application for Computer Science theory uses inheritance properties to create question subclasses, where each type of question is incorporated into the application with their own layout design created in XML, and separate fragments.
- Used libraries to implement a text-to-speech component to align with accessibility guidelines.
- Designed and developed a stopwatch and a scorekeeper feature for user feedback.

BiQuadris

`C++`   📅 Nov 2018

- Designed a Tetris game with a text display and a graphical interface for two players. Utilized object-oriented principles and polymorphism concepts to structure the classes.
- Incorporated various design patterns into the architecture including the factory method pattern, observer pattern and template method pattern to create a level system ranging in difficulty.
- Used a distributed version control system and set up a PR system in GitHub to collaborate with other team members on the project.

TECHNICAL SKILLS

`C++` `Java` `Kotlin` `Android` `C` `HTML5` `CSS` `JavaScript` `Python` `Racket/Scheme`

- Good understanding of Git
- Good grasp of design patterns
- Attended Agile Development Training
- Knowledge of Software Development Life Cycle
- Strong understanding of QA testing methodologies