

Sean Narandeniya

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Education

University of Toronto: Bachelor's of Computer Engineering

Sept 2020 - Apr 2025

Skills

Languages: Python, JavaScript, SQL, C, C++, C#, Java, HTML, CSS, Dart

Technologies: Node, Express, React, Firebase, Git, Flask, Bootstrap, OpenAPI, Flutter, PostgreSQL

Experience

DUANG! STORES CORP. - Software Engineer

May 2023 – Present

- Built end-to-end features to support key business functionality by using **Flutter** in the frontend and **NodeJS** in the backend
- Engineered a **RESTful API** using **JavaScript** and wrote **SQL** queries to interface with the **Postgres** database to provide core functionality for an ecommerce application
- Developed an integral payment processing system by integrating with third party payment providers and handling race conditions

ShipSolver - Software Engineering Intern

April 2022 - August 2022

- Used **Python** on **AWS Lambda** to engineer a **RESTful API** for inventory management for a server response time of under **300 milliseconds** as per client specifications
- Deployed **Node** health-check application for use in **CI/CD pipeline** to prevent version breaking changes in production. Decreased production crashes by **71%**
- Implemented package tracking feature for web application using **React** and **Material UI**. Utilized **Flask** to implement token-based authorization with **OAuth2**

Projects

Profit Prophet

devpost.com/software/profitprophet-9egzs6

- Engineered a **Machine Learning** stock predictor, deployed as a React app
- Built a **recurrent neural network** using **Azure Machine Learning Pipelines**, and **Azure Cognitive Services**. Obtained a **60-70% accuracy** on historic data
- Scraped data using **Selenium** and **BeautifulSoup4**, aggregating **10000+** training examples

Study-Buddy

github.com/GeorgeHG1/Study-Buddy

- Developed an **AI-Powered** study aid leveraging **GPT-3** to generate virtual cue cards from written notes
- Frontend designed using **React** with **Bootstrap** to construct a simple and responsive UI
- Backend built using **Node** and **Express** making HTTP requests to **OpenAI API**

Polygon Rush

tinyurl.com/bdzmej5d

- Developed a mobile game using **Unity** and written in **C#**, published to the Google Play Store
- Features a global leaderboard with Google Play Services integration

Interests

Chess, Personal Fitness, Reading, Film