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, PHP

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

Experience

ShipSolver - Software Engineering Intern   April 2022 - August 2022

- Engineered a **RESTful API** for inventory management using **Python** on **AWS Lambda** 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**. Leveraged **Flask** to implement token-based authorization with **OAuth2**.

Kazi Consulting - Software Engineering Intern   April 2021 - August 2021

- Designed ecommerce website for tire vendor supporting live inventory and delivery notifications
- Built **RESTful API** backends using **Node** and **Express** interfaced with **MongoDB** database
- Created **30+** custom reusable **React** components using **Boostrap-React, Material UI,** and **Chakra UI**

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