

SIDDHARTH CHHATBAR

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EDUCATION

University of Alberta, Edmonton

September 2020 - April 2024

Bachelor of Science in Computing Science, Minor in Mathematics

PROJECTS

Shreeji Chikki Inventory Management and Dashboard

Personal Project

Fullstack; Python, TypeScript

- Created a user-friendly web application to streamline inventory management and sales tracking for Shreeji Chikki.
- Designed visually appealing interface using Figma and built the application using React, Tailwind CSS, and Django.
- Developed a comprehensive dashboard providing insights into sales, deliveries, and purchases through interactive graphs.
- Implemented efficient tools for managing inventory, orders, and suppliers with search, sort, and filter options.

Shiganshina Social

University Project

Backend; Python

- Collaborated with a team of five to design and develop a full-stack social media application using Django and React.
- Built a secure RESTful API, integrated with HTTP Basic Auth for user authentication.
- Utilized Docker containers for consistent development and production environments.
- Utilized GitHub Actions to implement Test-Driven Development (TDD) and automate CI/CD.
- Streamlined deployment to Heroku through automated pipelines.

UniONE Dashboard

University Project

Frontend; TypeScript, Figma

- Collaborated with a team of seven to develop a comprehensive dashboard using React, TailwindCSS, and Django, following Scrum methodology.
- Designed and prototyped the entire user interface in Figma, then implemented it with React and TailwindCSS.
- Developed admin and user tools to enhance the dashboard's functionality.
- Implemented interactive graphs for visualizing student availability, enabling informed event scheduling decisions.
- Utilized GitHub Actions for Test-Driven Development (TDD) and automated CI/CD pipelines.

Multiplayer Pong Game

Personal Project

Web Sockets; Python

- Developed a classic Pong game using Python and the PyGame library.
- Added multiplayer functionality with WebSockets, enabling real-time gameplay between users.
- Overcame key challenges, including allowing both players to control paddles independently across two instances, properly synchronizing ball movement, and ensuring accurate score updates.
- Implemented smooth synchronization of game state between clients to minimize latency issues and ensure responsive gameplay.

TECHNICAL STRENGTHS

Computer Languages

TypeScript, Python, C, C++, Java

Frameworks and Libraries

ReactJS, TailwindCSS, Django REST, Flask

Databases

MySQL, PostgreSQL, SQLite3, MongoDB

Tools

Git, GitHub, Docker, NeoVim