

SIDDHARTH VAKNALLI

2A SOFTWARE ENGINEERING

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Skills

LANGUAGES

Java
HTML
CSS
JavaScript
C/C++
PHP

TECHNOLOGIES AND FRAMEWORKS

Node.js
Express
MongoDB
EJS
Passport.js
MySQL
jQuery
Bootstrap
Semantic UI
Git
Heroku
Eclipse IDE

Education

University of Waterloo
Candidate for Bachelor of
Software Engineering
2015-2020

Awards

Term Dean's Honours List
Term averages of 87% and
89% in 1A and 1B

Scotiabank Software
Engineering Scholarship
Strong academic and
extracurricular achievement

Interests

Running, Swimming,
Graphic Design, Business,
Teaching, Public Speaking

Work Experience

AGF Investments Inc.

Junior Web Developer

Toronto, ON
May 2016 to Aug 2016

HTML | CSS | Java | Cascade CMS | SharePoint | Eclipse EE | IBM WebSphere

- Managed front-end web applications and deployed time-sensitive content in a team
- Developed and documented a Java-based Single Sign-On solution for an internal application from scratch, improving efficiency of communication and content sharing for the sales team
- Implemented automated user authentication and configured local WebSphere servers in Eclipse
- Designed JSP templates for improving functionality of a shopping cart application
- Utilized SharePoint to share content and control workflow between different departments
- Organized periodic team meetings for brainstorming ideas and demonstrating code

Projects

Disrupter Blog App

Jul 2016 to Current

Node.js | Express | MongoDB | EJS | Passport.js | Flash

<https://disrupter.herokuapp.com>

- Developed a RESTful Express app which lets users blog about their tech ideas and projects
- Implemented user authorization and authentication using Passport.js
- Utilized MongoDB to model users and comments on the back-end and Semantic UI for design and responsiveness on the front-end
- Sanitized blog posts to safeguard against malicious data and injection attacks

Chat Box

Aug 2016 to Current

JavaScript | jQuery | AJAX | PHP | MySQL | ClearDB

<http://chat-connect.herokuapp.com>

- Created an online chat room to allow up to eighteen people to chat simultaneously
- Used AJAX to implement chat functionality such as showing active users and deleting old chats
- Implemented user sign-in and logout from scratch and enabled user avatars
- Utilized object-oriented PHP to manage chat objects and MySQL to model users on the backend

What's the Weather

Aug 2016 to Current

HTML | CSS | Bootstrap | PHP | XML

<http://whats-the-weather.herokuapp.com>

- Developed a PHP weather app that fetches and parses XML data from Open Weather API
- Currently working on using AngularJS to display responsive weather data and Google Places API for location autocomplete

Ultimate Chess

Dec 2014 to Jan 2015

Java | Swing

- Developed a Java-based Chess game with single player and multiplayer options
- Utilized OOP principles to model game components and Swing/AWT toolkits to design graphics
- Included 4 levels of AI difficulty by utilising the mini-max algorithm and alpha-beta pruning

Priorify!

Nov 2015

Java | Android

- Developed an Android app that prioritizes a list of tasks according to criteria input by user
- Programmed a Java algorithm for prioritizing tasks by utilizing OOP and sorting techniques
- Ranked Top 10 at Waterloo EngHack 2015

Squeak Home!

Dec 2013 to Jan 2014

Java | Swing

- Developed a cat-and-mouse 2D maze game with three game-play modes
- Utilized OOP principles to model game components and used file input to simulate maze
- Implemented automated screen scrolling and designed collision testing between game entities

Space Invaders

Oct 2015 to Nov 2015

Embedded C | Energia IDE

- Built an arcade shooter game on the Tiva C Series Launchpad microcontroller using C
- Utilized inbuilt accelerometer and potentiometer to control block speed and gun position
- Implemented functions and used data structures to keep track of game score