

SRIVATSAN VISWANATHAN

(+1) 647-569-6229 ♦ Mississauga, ON

[sriv.viswanathan@gmail](mailto:sriv.viswanathan@gmail.com) ♦ [Portfolio](#) ♦ [LinkedIn](#) ♦ [Github](#)

EDUCATION

Toronto Metropolitan University (Formerly known Ryerson University)

September 2018 - April 2023

- **Bachelor of Computer Engineering**

Relevant Courses: Software Systems, Engineering Algorithms and Data Structures, Object Oriented Eng Analysis and Design, Operating Systems, Advanced Algorithms, Fundamentals of Data Engineering

SKILLS

Languages Javascript, HTML5, CSS3, Java, Python

Frameworks React, Node, Bootstrap

Databases SQLite

Tools Git, Bash, Unix

EXPERIENCE

Frontend Developer, PvP Strategy Website

August 2023 - Present

- Designed, developed, and launched a PvP gaming website independently using **React**: [LoomiBase](#)
- Implemented **React Router** for navigation and utilized **Redux** for state management
- **Increased Engagement** from the community resulting in a growing userbase
- **Received Positive Feedback** from the community on user experience and user interface

Customer Support Representative, Sweatcoin Server

October 2022 - Present

- **Responded and Resolved Issues** users had regarding to the company's apps (Sweatcoin and Sweat Wallet)
- Created short and concise answers for frequently asked questions allowing for efficient support
- Utilized communication and problem solving skills to **De-escalate Conflicts**

PROJECTS

Hockey Store [React](#), [Javascript](#), [Node](#), [HTML5](#), [CSS3](#)

[GitHub](#)

- Created an e-commerce store for hockey equipment using **React**.
- Made use of Netlify **Serverless Functions** and **Node** to hide API keys
- Leveraged Auth0 for **Secure User Authentication**
- Applied **Context API** and **useReducer** for state management

Hockey Database [SQLite](#), [Java](#)

[GitHub](#)

- Created an SQL database using **SQLite** containing information related to hockey such as hockey players, hockey teams, coaches, etc.
- Used a **JDBC** to interact with a database using a **Java** program
- Used **Java Swing** as a front end UI for the user

Autonomous Ping Pong Collector [Python](#)

- Utilized **Transfer Learning** with **PyTorch** to train an SSD MobileNet object detection model on a custom dataset with labeled bounding boxes.
- Managed the team's progress, ensuring that the project was on track and all members were meeting their milestones as the **Project Manager** for a one-month duration