SRIVATSAN VISWANATHAN

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EDUCATION

Toronto Metropolitan University (Formerly known Ryerson University) September 2018 - June 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, Java, Python, HTML5, CSS3
Frameworks	React, Node JS, Bootstrap, Java Swing, Pytorch
Databases	SQLite
Tools	Git, Bash, Linux

EXPERIENCE

Frontend Developer, PvP Strategy Website August 2023 - Present

- Designed, developed, and launched a website that contains information related to the best strategies for competitive battles for the game "Loomian Legacy": LoomiBase
- Used **Redux** for state management for maintainable codebase
- Built **Reusable Components** like "Loomian List" and "Move List" for code efficiency
- **Received Positive Feedback** from the community on user experience and **Increased Engagement**

UNIVERSITY / PERSONAL PROJECTS

Hockey Store React, Javascript, Node JS, HTML5, CSS3 GitHub

- Created a hockey store where a user can login, browse for hockey equipment, and purchase equipment
- Maintained hockey equipment information on Airtable and made use of **Netlify Serverless Functions** and **Node** to securely access API keys

Bookstore Application Java GitHub

- Created a bookstore application where a client can browse through books and purchase them while the owner can maintain the books.
- Developed classes that implements a loyalty based system based off your points from purchasing books

Hockey Database SQLite, Java, Swing GitHub

- Created a database to contain information about hockey players, teams, coaches, managers, etc.
- Provided an interface that allows the user to execute queries to update the contents of the database and to see contents of the table using **JDBC** and **Java Swing**

Autonomous Ping Pong Collector Python, Pytorch

- Designed and built a robot to move around autonomously and pick up ping pong balls
- Trained a robot to recognize and avoid objects when moving around using **Python**
- Utilized **Transfer Learning** with **PyTorch** to train an SSD MobileNet object detection model on a custom dataset with labeled bounding boxes.
- Had a consistent **Confidence Value** of over 80% for good object detection