Taniya Peterratnaraj

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in Taniya Peterratnaraj

Highlights and Qualification

Computer skills
- Experience in C, coding problem sets given in labs at Ryerson
- Experience in C++, SDL 2.0 for recreational game development and a Ubisoft contest
- Experience in HTML and CSS from personal projects.
- Experience in Arduino and 3D printing for a contest held by Thales
- Experience in Java, Python and Pygame, creating recreational games
- Experience in Unity3D and C# in the Game Maker's Union at Ryerson
- Experience in VR, participated in a study using HTC Vive
- Experience in Game Maker, building games in the Computer Club at Holy Name of Mary
- Proficient in Microsoft Office, Google Suite

Electrical Skills
- Soldering
  - Soldered parts of the robot built for the Thales competition
  - Desoldered broken parts in old consoles and resoldered them
- Circuit Design
  - Designed and measured electronic circuits in labs at Ryerson

Communications skills
- Fluent in English and Tamil
- Advanced Knowledge in French and Sign Language

Customer Service
- Took orders and efficiently handled complaints at Tim Hortons.

Education

Sept 2016 – Apr 2020   Ryerson University
Bachelor of Engineering in Computer Engineering

Related Activities

October 2017   Thales Arduino Competition
- Researched about robotics and Arduino in a small group to successfully build and automate a 4WD robot with the use of 3D printing, which achieved 3rd place

Sept 2016 – Present   Game Maker's Union – Ryerson University
- Worked on game development in a small group with Unity and Blender to familiarize myself with gaming algorithms and designs

Sept 2014 – Jan 2016   Computer Club – Holy Name of Mary
- Led a small team of 3-4 peers in research and game development to create an entirely original game for two separate contests

Present   Ongoing and Finished Side Projects
- Repairs
    - Repaired computers (e.g. MacBook Air, Acer)
    - Old Consoles (e.g. Sega Game Gear, Microsoft's Original Xbox, N64 controller)
    - Electronics (e.g. Video Cameras)

- Game Development
    - Strategy/Fantasy game coded in C++ using SDL 2.0

- Hackathons
    - Participated in multiple Hackathons in the last two years to improve my coding and logical thinking skills
- Website
    - Created a website using HTML and CSS, which is hosted on GitHub
        - URL: taniyapeters.github.io
- VR Study
    - Participated in a VR study to test how motion sickness might affect user experience with the HTC Vive

Work Experience
June 2017 – Oct 2017   Tim Horton's
- Cashier – Took orders and cashed out customers in an efficient manner
- Drink & Sandwich Maker – Made the drinks and sandwiches for the customer in a fast-paced environment - 35 second wait time for drinks and about a minute for sandwiches

Oct 2013 – Aug 2016   Brampton Guardian
- Delivered and tied over 250 papers weekly in all weather conditions