Tashan Maniyalaghan

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EDUCATION

University of Toronto St. George Campus   September 2019 - Present
Bachelor of Applied Science: Computer Engineering
Expected Graduation: April 2024

WORK EXPERIENCE

Government of Ontario, Low-Code Application Developer   May 2023 – September 2023
Power Apps, Power Automate
- Developed a Power Apps and Automate application to automate and facilitate the onboarding and offboarding process saving management time.
- Applied UI/UX principles to design a user interface while maintaining Government of Ontario design system and refined application for accessibility and end user experience.
- Presented application to management for future adoption and improved quality using provided feedback.

Oracle Corporation, DevOps Intern   May 2022 – April 2023
Ruby
- Developed and implemented features to assist developers by streamlining the process of building open-source Java libraries through automation.
- Debugged and resolved automation pipeline errors once it was released for use to the development team.
- Triaged JIRA tickets regarding security access, server connectivity issues, or build errors.

16 Bit Inc., Back-End Engineer   June 2021 – September 2021
Python, Flask
- Designed a REST API using Flask to generate and parse reports and upload results to Orthanc servers.
- Created multiple Orthanc servers allowing for querying and management of medical information.
- Interfaced with Orthanc server using Python scripts to control the transfer of medical data between servers.
- Developed a Python script to send server requests to Triton for running machine learning models and retrieving model results.

SKILLS

Languages: C++, Java, Ruby, Python, JavaScript, TypeScript, HTML, C, SQL
Technologies: React, Flask, Orthanc, PostgreSQL, Docker, Power Apps, Power Automate

PROJECTS

Monocle   November 2021
Python, React, Flask
- Created a React app that summarizes information from privacy policies to quickly inform users.
- Developed front-end and back-end communication through the use of Flask.
- Implemented a parsing algorithm to extract key pieces of information.

Software Communication & Design Team, Programmer   January 2021 – April 2021
C++, Glade
- Developed mapping software with the ability to provide directions and render points of interest, geographical features, and buildings.
- Built and enhanced methods for path finding through a map using Dijkstra's and A* algorithms.
- Implemented a greedy algorithm with simulated annealing to develop an efficient path for the Travelling Salesman problem.
- Created methods to improve searching for destinations by adapting to user input mistakes.

HomeSlice   February 2021
JavaScript, React, ReCharts, React-Leaflets
- Developed a data visualization website that displays the data of major cities and is used to raise awareness of homelessness to inspire local action.
- Employed the use of ReCharts to display information regarding the housing crisis.
- Designed an interactive map using React-Leaflet and GeoJSON information to clearly display problem areas in the major cities.