Thanush Supramaniam

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TECHNICAL SKILLS

Programming Languages: TypeScript, JavaScript, Python, Java, C/C++, HTML/CSS, MySQL, R, MATLAB
Frameworks & Libraries: Next.js, React, React Native, TailwindCSS, SpringBoot, pandas, numPy,
Developer Tools & Platforms: Linux, Vercel, Resend, WebSpeech API, OpenRouter, Jira, Supabase, Kubernetes, Docker, Azure, Git, GitLab, CI/CD, Microsoft Office, GSuite, Power BI

EXPERIENCE

Software Engineering Intern — May 2025 – Aug 2025
Weve — *Toronto, Canada*

- Developed **12+ reusable** React Native/TypeScript components supported by Supabase, reducing user onboarding time by **3+ minutes** and boosting event-discovery engagement.
- Created a React.js/Tailwind dashboard centralizing test metrics, reducing internal testing cycles from **hours to minutes**, and enhancing data visibility for **10+ developers**.
- Resolved **20+ GitHub issues** and lead code reviews, resulting in improved security standards and collaboration.
- Optimized sprint execution by managing tasks in **Jira**, ensuring consistent progress updates and on-time delivery.

PROJECTS

Peelpanthers.com | *Next.js, React, TypeScript, TailwindCSS, Zod, Resend, Vercel* — Jan 2026 – Present
- Built a mobile-responsive Next.js/React website, enhancing engagement for a **100+ member** club by centralizing information and showcasing achievements.
- Implemented a multi-step sign-up flow with React Hook Form and Zod, ensuring error-free submissions across **15–20 monthly registrations**.
- Automated registration confirmations and coach notifications using the Resend API, eliminating manual checks and parent follow-ups.

Treasure Runner Game Engine (Coursework) | *C, Python, Docker, CI/CD, GitLab* — Jan 2026 – Present
- Built a modular C-based game engine that loads procedurally generated worlds into a graph of **interconnected rooms**, supporting room layouts, portals, treasures, and player navigation across **dozens of nodes**.
- Implemented core backend systems with strict API contracts, achieving a **100% CI test pass rate** and zero memory leaks verified via **Valgrind**.
- Developed Python scripts and a curses-based UI using **ctypes** to interface with the C shared library, enabling automated integration testing, gameplay interaction, and persistent game state.

HeyCare - TechTO Hackathon '25 | *React, TypeScript, Supabase, OpenRouter, WebSpeech* — Oct 2025 – Nov 2025
- Developed a React.js full-stack prototype with Supabase, improving medical note capture efficiency **by 40%**.
- Integrated voice-to-text note generation using WebSpeech and OpenRouter APIs, reducing typing time **by 80%**.
- Enhanced usability by refining workflows and UI components in collaboration with team members.

Robotics Maze Solver | *C/C++, Arduino, IR Sensors* — Oct 2025 – Nov 2025
- Designed and programmed a robot using IR sensors and Arduino to navigate a maze, achieving a **90%** task completion rate
- Led a team of **12 students**, driving the development of a highly efficient and responsive maze-solving robot.

LEADERSHIP EXPERIENCE

Math & Coding Tutor — Sep 2024 – Jan 2026
Remote

- Instructed **30+ students** in Python, Java, & Math, enhancing algorithmic understanding and debugging skills, resulting in a **20% improvement in grades**.
- Developed structured study guides and annotated notes, elevating average test scores with clear explanations.

EDUCATION

University of Guelph — Guelph, Canada
Bachelor of Computing in Computer Science, Specialization in AI, ***GPA: 3.96/4.00*** — *Sep 2024 – May 2029*

- **Relevant Coursework:** Operating Systems, Data Structures & Algorithms, Numerical Methods, Statistics I, OOP, Linear Algebra, Calculus I & II, Discrete Mathematics