Ujjval Rajput

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Education

University of Toronto

Sept 2021 - June 2026 (with **PEY Co-op**)

Honours Bachelor of Science, Computer Science & Technology, Coding, and Society

• Courses: Data Structures, Algorithms, Software Design, Systems Programming, Computer Architecture, Database. GPA: 3.46, 86.5%

Work Experience _____

Software Engineering Intern

July 2024 - Oct 2024

Concur

- Implemented JavaScript obfuscation techniques to enhance SDK security, leading to a 30% increase in protection against unauthorized access and ensuring compliance with industry standards.
- Fortified blockchain security by integrating Dilithium verification in Golang, significantly strengthening cryptographic defenses against emerging quantum computing threats.
- Boosted user experience by developing and maintaining React web components, collaborating with the UX team to improve user satisfaction and interface functionality.

Sept 2024 - April 2025 Software Developer

University of Toronto

- Joining the development team responsible for the Cardiovascular Disease Club website, and will be integrating advanced interactive features and optimizing backend infrastructure, driving user engagement and satisfaction.
- · Will be collaborating with a multidisciplinary team to gather user feedback, refining the website's functionality to enhance accessibility and streamline the user experience.

FSG Leader, Computer Programming

Aug 2023 - Dec 2023

RGASC

- Designed and implemented Python lesson plans on core concepts such as data structures and algorithmic efficiency, enhancing participants' technical proficiency.
- · Conducted study sessions and resolved inquiries that improved participant performance, resulting in an average grade increase of 15%.
- Collaborated with other facilitators and academic staff to refine course material and support students' learning journeys.

Projects

- PortaByte 2: A file-sharing web app allowing upload, download, and secure file sharing via email. Built using the MERN stack with Next.js (TypeScript) and integrated with AWS S3 for cloud-based file management. Implements JWT authentication for user security, Redux for efficient state management, and leverages RESTful APIs tested with Postman.
- TakeOnAl @: Conducted a study comparing Al and automation discourse across traditional media (NYT API) and social platforms (GitHub GraphQL). Utilizes Python libraries like NumPy and Pandas for data manipulation, Scikit-Learn for feature extraction, Matplotlib and Seaborn for data visualization, and TextBlob with NLTK for sentiment analysis.
- Pytube Fetcher @: A Python-based desktop application for downloading non-copyrighted YouTube content in resolutions up to 1080p, powered by the **PyTube API**. Features an interactive UI built with **Tkinter** and Pandas, it leverages threading for performance and BeautifulSoup for accurate title extraction. Matplotlib is utilized to visualize conversion history.
- A-MazeMe 🔗: Single player interactive game built with MVC architecture and JavaFX graphics. Leveraged design patterns and UML for customized controls and mini-games to enhance user engagement by 20%. Applied Agile Methodologies, **Git**, and **Scrum** Sprints within a cross-functional team, ensuring iterative development progress.

Skills

Languages Python, C, Java, JavaScript, TypeScript, GraphQL, SQL, HTML/CSS, R **Frameworks** React, Next.js, Node.js, Express.js, JUnit, NumPy, Pandas, MatPlotLib

Other Git, Linux/Unix, MongoDB, PostgreSQL, SQLite3, Figma, XD