

Vaid Saraswat

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SUMMARY

Third-year Software Engineering Student with good understanding of Data Structures and Algorithms, along with proficiency in developing web applications while using technologies/languages such as JavaScript, NodeJS, and ReactJS. Currently working at League as a Software Engineer Intern. Interested in web development, distributed systems, and cloud technologies.

KEY SKILLS

- **Languages:** HTML/CSS, JavaScript, MySQL, Java, YAML
- **DevOps Tooling:** Docker, Kubernetes, Helm, AWS
- **Frameworks/Technologies:** NodeJS, ReactJS, Redux, MongoDB, REST APIs, Jest
- **Version Control:** Git
- **Project Management:** Scrum, Agile, Jira, Confluence,
- **Environments:** Windows, Mac, Linux

WORK EXPERIENCE

LEAGUE

Software Engineer Intern

Mississauga, ON
05/2021 – Present

- Created unit tests for NodeJS scripts using Jest which improved test coverage by 100%
- Implemented REST handler in Golang to register authentication messages in GCP pub-sub
- Captured user flows within Figma, and collaborated with Design to implement accessible front-end components
- Developed login page, signup page, and email templates within Auth0 using HTML/CSS, and Liquid

PRODIGY EDUCATION

DevOps Developer Intern

Mississauga, ON
09/2020 – 04/2021

- Automated toggling of alias record weights (via Golang) in AWS Route53 which saved 20 mins of manual work
- Created infrastructure monitoring to alert on failed helm releases which increased visibility by 100%
- Developed script using Cookiecutter which reduced time to create new Kubernetes namespaces by 25 mins
- Implemented Helm charts for 7 microservices which were approved for production cluster

PROJECTS

RideShare | MERN STACK

04/2020 – 05/2020

- Developed a full-stack web application which allowed users to post rides offerings across campus
- Used MongoDB store ride, user, and rating information while using Mongoose to execute database queries
- Implemented user authentication by using JSON Web Tokens to verify users, and increased password security by using bcrypt to encrypt user passwords
- Integrated Redux as state-management tool to store authentication tokens, and make async calls to backend API

GIT GUD GAMERS

09/05/2019

- Developed a platform which predicated future gamer performance in team fight tactics using predictive analysis
- Used ReactJS with ChartJS to graph previous gamer performances and used Google Firebase to store login data

EDUCATION

University of Western Ontario

Bachelor of Engineering Science

Major in Software Engineering

London, ON
09/2017 – Present

- Relevant Courses: Networking, Database Management Systems, Operating Systems, Software Construction, Algorithms and Data Structures, Software Design, Web Technologies, Software Requirements and Analysis