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   **Mississauga, ON**
Software Engineer Intern   **05/2021 – 08/2021**
- 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   **Mississauga, ON**
DevOps Developer Intern   **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   **London, ON**
Bachelor of Engineering Science   **09/2017 – Present**
Major in Software Engineering
- Relevant Courses: Networking, Database Management Systems, Operating Systems, Software Construction, Algorithms and Data Structures, Software Design, Web Technologies, Software Requirements and Analysis