

Arjun Saini

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EDUCATION

Seneca College

Toronto, Ontario

College Diploma. in Computer Science

Graduated, April 2024

- o **CGPA:** 4.00/4.00, *Dean's List*
- o **Related Coursework:** Data Structures & Algorithms, Objects & Design, Computer Organization & Programming, Object-Oriented Programming, Web Development, Database Design, Project Management, Bash Scripting

EXPERIENCE

Focus Optometry Centre

Hybrid

Software Developer (Internship)

May 2023 – Aug 2023

- Designed, developed, and maintained the company's website using React.js, leading to a 40% increase in user engagement and a 25% reduction in page load times.
- Implemented AWS Cloud technologies, including API Gateway and Lambda functions, automating 80% of business processes such as emailing and booking appointments, resulting in a 50% reduction in manual workload.
- Utilized AWS Simple Email Service (SES) to automate email communications, improving customer communication efficiency by 60%.
- Developed a data processing pipeline using Python, NumPy, and Pandas, reducing data processing times by 30% and increasing data accuracy by 20%.

Digitera Interactive

Remote

Web Developer (Co-Op)

Nov 2021 – Feb 2022

- Skilled in front-end technologies such as HTML, CSS, JavaScript, and React JS adept at crafting responsive and visually engaging web interfaces for real clients.
- Utilized version control systems such as Git to manage codebase and facilitate collaboration among team members.
- Collaborated with UX/UI designers to implement interactive features and enhance the overall user experience.

Digitera Interactive

Remote

Graphic Designer (Co-Op)

Nov 2020 – Feb 2021

- Proficiently utilized industry-standard design software such as Photoshop and Illustrator to create visually appealing graphics, logos, and marketing materials.
- Successfully collaborated with cross-functional teams using project management tools like Trello and Jira, ensuring seamless workflow and timely project completion.

PROJECTS

Gem Blitz

Online

Python, PyGame, Data Structures & Algorithms

Feb 2024 – April 2024

- Designed and developed "Gem Blitz," a captivating Python game where players strategically compete to fill the board with their gems before their opponent. Leveraged advanced data structures to optimize game mechanics and enhance player experience. Implemented an AI player utilizing tree-based algorithms, showcasing proficiency in artificial intelligence and algorithmic problem-solving.

Brickable

Online

HTML/CSS, NodeJS, Javascript, Express, SQL, MongoDB

Sep 2023 – Dec 2023

- Developed and implemented "Brickable," a full-stack Node.js application with a robust backend.
- Designed and executed comprehensive CRUD (Create, Read, Update, Delete) functionality, ensuring seamless user interaction and data management.

SKILLS

Programming: Python, JavaScript, C++, C, HTML/CSS, SQL, MongoDB, Node.js, React.js, Next.js, Express, BASH Scripting

Tools: Clion, PyCharm, AWS Cloud, Git, Bootstrap, Agile, Postman, Trello, Jira, Adobe CC, Docker, Slack

Soft Skills: Organization, time management, communication, decision making, attentive to detail, critical thinking