# ARYAN THATTE

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# > EDUCATION

**University of Waterloo** 2020 - 2025 Bachelors of Computer Science Awarded President's Scholarship of \$2000.00

# > SKILLS

Languages: Java, C++, C#, Python, Javascript, C, HTML, SQL, CSS
Tools/Frameworks: Git, Unity, Three.js, Firebase, Azure, GCP, AWS, Node.js, Raspberry Pi, React.js, OpenCV, Android Studio, Visual Studio, ReactStrap, Vision API, Netbeans, Eclipse, Excel

# > EMPLOYMENT

Deloitte

May 2021 - Aug. 2021

Cloud Consulting Software Developer

Toronto, Canada

- Assessed cloud compatibility and ideated solutions for cross-functional client applications to determine cloud migration methods for client systems
- Configured over 300 applications to be suited for cloud migration
- Architected and implemented solutions to seamlessly transition apps to AWS, GCP, and Azure

#### Schlegel Villages

Technical Kinesiologist Assistant

May 2017 - May 2020 Mississauga, Canada

- Created an exercise tracker database for over 200 seniors with mental and physical disabilities in long-term care
- Developed and scripted an automative process to determine relationships with PointClickCare, a cloud-based healthcare database, and Excel data
- · Devised and constructed with Python and Excel

# > PROJECTS

#### i4Noi | McHacks7 - 3rd Place

- Built an IoT product that aids the visually impaired by alerting them of their surroundings with an ultrasonic sensor and won 3rd place among 500+ participants
- Written in Python and implemented with Google's Assistant and Vision API on a Raspberry Pi

## Ouch! DeSlouch | uOttaHack3

- Developed a web application that applies a computer vision algorithm to detect and notify users of poor posture with a 93% success rate
- Implemented React.js, C++, OpenCV, Javascript, and ReactStrap

#### WeWii | HackTheHammer2

- Programmed a web game that competed with 130+ participants which sends smartphones' real-time gyroscope data to the web game
- Premise of the web game is to tilt your phone causing your ball in the game to roll into the hole while avoiding to touch your opponent's ball
- Deployed and built using Node.js, Java, Firebase, and Three.js

### Solar System Simulator

- Deployed a simulation of the solar system in 3 weeks using Unity which features 9 customizable views and rotation preferences that enable users to intuitively navigate through the simulation
- Programmed and architected with Unity Game Engine and C#

# **>** EXTRACURRICULARS

#### Competitive A Capella · Music Direction - The WaterBoys

Sept. 2020 - Present

- Lead the team by hosting weekly meetings and assigning responsibilities, placing 3rd in the Quarter Finals of the International Championship of Collegiate A Cappella
- Mixed multiple arrangements using Logic Pro X, and Melodyne to edit stems