

ARYAN THATTE

✉ aryan.thatte@gmail.com 🌐 guitaryan.github.io ☎ +1 (647)-633-7110 in aryan-thatte 🎧 guitaryan

► SKILLS

Languages: Typescript (TS), Javascript (JS), Python, Go (Golang), C++, Java, C#, C, R, SQL, HTML, CSS

Tools/Frameworks: Git, React, Django, Node.js, Postman, Azure, GCP, Firebase, Three.js, Figma, Vision API, OpenCV, Unity

► EMPLOYMENT

Wordn September 2022 - Present
Front End Software Developer Toronto, Canada

- Currently developing features such as visibility filters, individual workspaces, and offline access, using **React**, **Typescript**, and **Django**, to provide clients an enhanced experience while managing and maintaining issues in solar fields and windmill farms

Flybits January 2022 - April 2022
Full Stack Developer Toronto, Canada

- Created a modern UI with **React** and **Typescript** which marketers in banks and other financial institutions (TD Bank Group, Mastercard, etc.) use to automate notifications and content to their customers, increasing engagement by **2.5x**
- Increased work efficiency by **300%** by implementing a scheduling feature that allows marketers to set a start and end time for smart targeted content to appear on their customers' mobile apps
- Performed end to end testing using Postman to test solutions for filed bugs, improving developer efficiency by **75%**
- Developed backend which sends and receives requests to trigger push notifications to mobile devices written with **Go**

Deloitte May 2021 - August 2021
Cloud Consulting Software Developer Toronto, Canada

- Assessed and configured cloud compatibility for cross-functional client applications to perform cloud migration for client systems and apps with **Postman** and **CircleCI**
- Deployed over 300 applications onto cloud platforms such as **Google Cloud Platform** and **Azure**, saving clients \$400k after 3 years
- Created an algorithm written in **Python** to detect developers' work patterns with their movement and activity, increasing work efficiency by **20%**

► 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 Assistant** and **Vision API** on a **Raspberry Pi**

Ouch! DeSlouch | uOttHack3

- 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**, and **Javascript**

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#**

► EDUCATION

University of Waterloo April 2025
Candidate for Bachelor of Computer Science
Awarded President's Scholarship of \$2000.00

► EXTRACURRICULARS

Competitive A Capella · Music Direction – The Water Boys September 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
- Songwrites and produces music with 3 years of experience, plays guitar and piano with 11 years of experience
- Mixed and arranged multiple arrangements using **Logic Pro X**, and **Melodyne** to edit stems