

# ARYAN THATTE

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## ► SKILLS

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

**Tools/Frameworks:** Git, React, Postman, CircleCI, Azure, GCP, Node.js, Firebase, Three.js, Unity, Vision API, OpenCV, Excel

## ► EMPLOYMENT

**Flybits** January 2022 - April 2022  
Fullstack 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
- Implemented a scheduling feature to allow marketers to set a start and end time for smart targeted content to appear on their customers' mobile apps, which increases work efficiency for marketers by 300%
- Developed backend which sends and receives requests to trigger push notifications to mobile devices written with **Go**
- Performed end to end testing using **Postman** to test solutions for filed bugs, improving developer efficiency by 75%

**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 rather than maintaining their applications locally
- Created an algorithm written in **Python** to detect developers' work patterns with their movement and activity, increasing work efficiency by 20%

**Schlegel Villages** May 2017 - May 2020  
Technical Kinesiologist Assistant Mississauga, Canada

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

## ► PROJECTS

**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**

**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**

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

## ► EXTRACURRICULARS

**Competitive A Capella** · Music Direction – The WaterBoys 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