

Aryan Handa

Software Developer

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🐙 Github

Profile

Software Developer with a background in full-stack web development, plugin engineering, and creative problem-solving. Adept at building scalable applications, integrating third-party APIs, and using agile methodologies to deliver reliable, user-centered digital solutions. Experienced across both frontend and backend stacks with additional strengths in UI/UX design and creative media tools. Always eager to grow, solve technical challenges, and contribute to high-performing teams.

Professional Experience

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|--|---------------------------------------|
| The Home Depot
<i>Pack Out Associate</i> | 02/2023 – present
Montreal, Canada |
| <ul style="list-style-type: none">Delivered support for internal tool documentation and customer request tracking | |
| Syndicate
<i>Full Stack Developer Intern</i> | 10/2023
Montreal, Canada |
| <ul style="list-style-type: none">Developed a custom WordPress plugin to convert 2D images into 3D objects using Meshy AI and ImgBB APIsIntegrated REST APIs, improved UI with Figma/CSS, and ensured cross-browser responsivenessCollaborated with remote teams and contributed to asset optimization pipelines | |
| Goalcast
<i>Video Editor</i> | 06/2023 – 07/2023
Montreal, Canada |
| <ul style="list-style-type: none">Edited high-visibility video content with branding, pacing, and narrative structure in mindWorked cross-functionally with content teams to storyboard and deliver projects optimized for digital platforms | |
| Enn Pee Combines
<i>E-commerce Manager</i> | 2020 – 2022
Ludhiana, India |
| <ul style="list-style-type: none">Managed operations across Amazon/Flipkart; improved ratings to 98% by resolving issues within 24 hoursReduced product return rates by 20% through description optimizations and customer communicationLed a 5-person team to hit daily KPIs and streamline logistics | |

Skills

C#	JavaScript
Python	Java
C++	Swift
PHP	HTML
CSS	React
Node.js	Spring Boot
iOS Development	MySQL
WordPress	MongoDB
SQL Server	Oracle Database
Microsoft Office Suite	Git
GitHub	Agile
Scrum	OOP
Visual Studio	VS Code
Adobe Premiere Pro	After Effects
DaVinci Resolve	Figma
Unreal Engine	Canva
Ai-Prompt	

Projects

Book Management Store (.NET + MySQL)

- Developed a C# .NET-based book management application with a MySQL backend
- Implemented features such as user authentication, book catalog CRUD operations, and inventory tracking
- Designed an admin panel to manage categories, users, and lending history
- Focused on backend logic, data integrity, and seamless database interaction

Syndicate Image-to-3D Plugin

- Created a WordPress plugin using JavaScript and PHP with ImgBB and Meshy AI APIs for converting 2D images into 3D objects
- Automated workflows and enhanced UI/UX design using modular CSS and Figma
- Built the plugin for the WordPress backend with clean and extensible architecture

CampBuzz – Product Lead, UI/UX Designer, and Video Creator

- Spearheaded the concept and design of CampBuzz, a student-centric platform for feedback, collaboration, and campus-wide communication
- Designed end-to-end user interfaces and interaction flows for web and mobile apps using Figma and collaborative input from user personas

- Coordinated mockups, release roadmaps, and UML workflows in an agile team environment
- Created and edited an engaging app demonstration video that highlighted product features, UX strategy, and value proposition
- Collaborated on product documentation, competitive analysis, and roadmap execution alongside development and management peers

Student Management System (ASP.NET + SQL Server)

- Built a student information portal using ASP.NET Web Forms with C# and SQL Server backend
- Implemented login/authentication, student record CRUD functionality, and admin dashboards
- Applied ADO.NET for secure and efficient database operations

Online Quiz Application (C# Desktop App)

- Created a desktop-based quiz app using C# and WinForms
- Implemented dynamic question loading, score tracking, and timer logic
- Designed the interface for ease of use and quick interaction
- Used object-oriented principles for scalability and modularity

One Piece-Inspired Cinematic (Unreal Engine + Blueprint)

- Designed and built a large-scale 3D cinematic environment in Unreal Engine inspired by the anime One Piece
- Used Unreal Engine's Blueprint visual scripting to create animated sequences, character behaviors, and interactive elements
- Integrated environmental effects, dynamic camera cuts, and lighting setups to enhance the cinematic feel
- Edited the full cinematic using Adobe Premiere Pro with sound design, music synchronization, and grading

Book Review Web App

- Built a React application with Google Books API to browse, review, and manage personal libraries
- Focused on dynamic routing, API data fetching, and review submission form

E-Commerce Platform

- Built a multi-channel e-commerce system integrating inventory management, payment gateways, and user auth
- Focused on backend functionality and seamless product flows

True Personality Checker

- Developed a personality insight app with React and dynamic questionnaire logic
- Implemented result-based UX that dynamically displays tailored feedback

Beautiful Abandoned House (Unreal Engine)

- Built a stylized 3D cinematic environment using Unreal Engine and modular kits
- Edited trailer using Adobe Premiere Pro with grading and sound design

Uber Replica (iOS)

- Developed a ride-booking app with built-in wallet, real-time API integration, and user profiles using Swift
- Integrated map-based services and payment simulation for full prototype

Education

LaSalle College

AEC – Information Technology and Programmer Analyst

01/2023 – 12/2024
Montreal, Quebec

Panjab University

Bachelor of Computer Applications

2020 – 2022

Languages

English

Hindi

Punjabi

French

Interests

Product Management | Software Development | UI/UX Design | 3D Art | Storytelling | Reading