

# Pavithran Pathmarajah

## Full Stack Developer & Aspiring Software Engineer

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### Competencies & Skills

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- Requirement gathering and ongoing refinement
- Software design, architecture and implementation
- Project definition, management and delegation
- Active team management and agile development

### Education

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**B Eng. Software Engineering** | McMaster University – Hamilton ON Expected Graduation Apr 2019

- Completed additional courses in economics to understand the interaction between consumers and businesses

### Work Experience

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**CaseWare** | Front-end Web Developer Intern Mar 2018 – Aug 2018

- Developed the AngularJS components for the consolidation functionality which was the emphasis of the new Smart Engagements Platform Release
- Investigated and conceptualized solutions to minimize bandwidth and reduce run-time requirements
- Worked alongside the UX team to understand the limitations of the UX and development teams, leading to the groundwork for better communication across the teams and ensuring more realistic scope for both teams
- Consolidated a variety of UI components, into a new dynamic AngularJS component which reduced the overall development and testing time of UI related tasks going forward

**Jibestream** | Software Engineering Intern May 2017 – Feb 2018

- Standardized the Android, iOS and Web SDKs, resulting in a reduction of technical support inquiries and strain on cross-platform application developers
- Prototyped a fully-automated quality assurance system with Node.js to test the data access and management layers as well as the SDKs to preemptively identify bugs reducing workload later in the software life cycle
- Communicated technical information at cross functional meetings to employees of varying technical competences in a succinct manner
- Extensive involvement in the development of a Microsoft Graph integration with the existing Android, iOS, and web platforms to increase versatility with Office 365  
*SDK Examples: <https://apps.jibestream.com/examples/>*

### Activities & Leadership

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**Founder** | McMaster Hack League Jan 2019

- Spearheading a new league that runs bi-weekly project based events; preparing participants for programming competitions and furthering their interest in software development
- Creating a competitive environment for the students that fosters their personal growth, builds effective time management & analytical skills and encourages an investigative mind-set

**Web Developer & Strategist** | Software Engineering Society of McMaster Sep 2018 - Pres

- Constructed the web-based portions of the rebranding strategy to prepare and re-popularize the Society, after two years in hibernation due to an influx of software engineering students. The society acts as a hub and Union for the students providing a point of contact for relevant events and facilitates voicing opinions to the University

- Utilized HTML5, LESS and JavaScript to develop a new website which provided a user-friendly portal for Society administrators to manage and update the website
- Developed a roadmap to help transition students into a new system, improving access to events and opening communication channels between the society and students  
Web: <http://seclub.mcmaster.ca/>

## Projects & Experiences

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### **Overall Winner** | McMaster Human Centered Design Workshop Oct 2018

- Working in a small team, within a 3 hour window, developed and pitched a solution to ease the navigation and parking issues that those with accessibility needs face at McMaster to meet client's requirements
- Flushed out an end-to-end navigation solution using Urban Braille, Contrast and Symbols to raise awareness and add presence of accessibility to the campus  
Web: <http://hcd.pavipath.com/>

### **Speech Generating Device** | McMaster Engineering Competition Oct 2018

- As a team we devised an HTML5 and JavaScript interface to allow patients of paralyzing diseases to continue communicating with those around them by utilizing Watson Text To Speech and Python text prediction library
- Created a new input system based on the T9 input system found in phones to accept input for varying levels of fine motor control, employing a series of swipes and taps to identify characters rather than traditional key based inputs  
Web: <http://www.mec2018.ml/>

### **Distributed Computing System** | Yale University Development Competition Nov 2016

- Devised a system using client-server architecture to use idle computing power to analyze large data sets
- Leveraged a PHP backend to partition data sets into processable blocks for client side analysis via JavaScript  
Git: <https://yhack.pavipath.com>

### **ACM International Collegiate Programming Contest** | Regionals Oct 2016

- Loss in the algorithmic competition could be attributed to the mistakes in the code, this taught me the importance of the peer review process, and have applied it to all my projects and my work since this competition

### **Code To Win** | Finalist Nov 2015

- Placed in the 85<sup>th</sup> percentile nationwide, solving 4 of 5 algorithmic programming challenges in the finals.