Gautam Gireesh

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EDUCATION

University of Toronto — Toronto, ON
BSc Specialist in Computer Science; Dual Minor in Applied Statistics and Mathematics — Expected Apr 2023

SKILLS

Programming: Python, Java, C, C#, C++, JavaScript, PHP, Bash, HTML/CSS
Technologies: ASP.NET, React, Node.js, PostgreSQL, MongoDB, Git, Unix, Apache HTTP Server, phpMyAdmin

EXPERIENCE

Ontario Financing Authority — July 2021 - Present
Software Developer Intern — Toronto, Canada
- Integrated **Windows Communication Foundation(WCF)** to set up a security blanket between server database and client-side application.
- Constructed all SQL queries to be executed against the **WCF** service which would later query the database. Applications are developed in **C#**, **ASP.NET** and **T-SQL**.

Nylas — May 2021 - July 2021
Software Engineering Intern — Toronto, Canada
- Developed and launched an internal widget which is expected to cater to over **50** support engineers globally allowing them to attach custom information to tickets helping them tackle these issues **2x** more efficiently. Built with a **Python-Flask** backend and **Javascript** frontend.
- Leveraged monitoring tools within **Honeycomb.io**, **Grafana** and **Kibana** to set up triggers which alerts concerned support engineers when the Nylas API is down across multiple users for any one endpoint.
- Automated the process of creating rotational schedules for support engineers to handle top priority tickets. Made use of **Nylas API** for user authentication and creating recurring calendar events. The app was built using **SvelteKit** and deployed using **Vercel**.

Findr — May 2020 - Dec 2020
Lead Front-End Developer — *Mississauga, Canada*
- Extensively worked with **React-Native** to build the front-end of the mobile application. Used several JS libraries like **Redux** for state management, **Router** for navigation and more.
- Organized weekly team scrum meetings to track project execution and develop a cross platform mobile application capable of supporting multiple universities across US and Canada.

PROJECTS

Fortnite-2D | React, Node.js, Express, Postgres, REST API
- Leveraged **React**, **Websockets** and **HTML5 Canvas** to recreate a multiplayer shooting game.
- Player registration, login, management, and score keeping implemented and managed by issuing **Ajax** request via **jQuery** to a **Node.js** server.

Simulated Data Transfer | C
- Replicated the transport and network layer of the **Open Systems Interconnection (OSI)** model to exhibit for uni-directional data transfer.
- Implemented and Tested Stop-and-wait(rdt 3.0) and Go-Back-N protocol against **1000** messages.

Othello-Board Game | Java, JavaFX
- Recreated the board game Othello using **model-view-controller(MVC)** design pattern and **OOP** concepts from **Java** and **JavaFX** for the UI.

AWARDS & ACHIEVEMENTS

University Of Toronto Dean's List Scholar
Awarded to students with a GPA higher than 3.5

University Of Toronto Entrance Scholarship
Received $3,000 for 95%+ high school average.