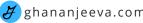
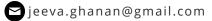
Ghanan Jeevaretnam

Systems Design Engineering









SKILLS

Languages: Java, JavaScript, SQL, Python, C++, Arduino HTML, CSS, C#

Tools: Unity, Source Tree Visual Studio Code, Visual Studio

AWARDS

FRC 2018 Worlds Championship Semi-Finalists

> FRC 2018 Ontario Provincial Semi-Finalists

FRC 2019 STEMley Cup International Champions

EDUCATION

University of Waterloo B.A.Sc. **Systems Design Engineering '24**

COURSEWORK

Digital Computation(C++), Data Structures & Algorithms(C++), Human Factors in Design

INTERESTS

Tennis, Soccer, Travelling, Sketching, Reading, Photography

PERSONAL PROJECTS

EMPLOYEE MANAGEMENT SYSTEM | JAVA

SEPT 2018 - JUN 2019 | JAVA, NETBEANS github.com/ghanan-jeeva/Employee-Management-System

- Programmed an object-oriented database using a NetBeans-GUI to add, edit, and remove user-inputted employee info in a hash table
- Persisted user data by caching user properties to a local file

PERSONAL PORTFOLIO WEBSITE | HTML, CSS

SEPT 2018 - JUN 2019 | HTML, CSS, BOOTSTRAP ghananjeeva.com

- Developed website **from scratch** using HTML and CSS to highlight past projects and experiences using Visual Studio Code
- Implemented **responsive design** using Bootstrap

EXPERIENCE

FIRST ROBOTICS STRATEGY & SCOUTING TEAM EXECUTIVE SEPT 2018 - JUN 2019

• Managed and led **45+ students** at FRC competitions to collect large amounts of data both accurately and efficiently leading to multiple finals & semi-finals appearances

WEB DEVELOPER | SPRINGBAY STUDIO

Jan - May 2020 | HTML, CSS, JavaScript

- Created a "CO2 calculator" alongside a leaderboard system connected to a back-end database shared between the iBiome app and website in order to track user's CO2 daily consumption
- Programmed the complete front end of the company's promotional website to create a sleek, user friendly experience

MOBILE GAME DEVELOPER | SPRINGBAY STUDIO

Jan - May 2020 | Unity, C# apps.apple.com/us/app/ibiome-arctic-50th-earth-day/id1476091149

- Led development for major features of iBiome app using **objectoriented** programming resulting in "App of The Day" placement on **Apple Store**
- Investigated and fixed long-standing bugs to improve user playability and appeal for customers like Google Classroom
- Refactored code and **revamped asset loading** to significantly improve performance of the game on the mobile platforms