Navya Hooda

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EDUCATION

University of Toronto

Mississauga, ON

Bachelor of Science in Statistics and Computer Science

Sep 2021 - May 2025

EXPERIENCE

Mobile Developer

May 2023 – Aug 2023

CIBC

Toronto, ON

- Developed an ESG-focused pilot feature for the CIBC Mobile Banking Application using Kotlin, Java, and Android Studio
- Used MVVM Architecture and Coroutines, built native Android UI components using Jetpack Compose
- Collaborated with an external vendor to deliver a successful implementation of their SDK working in an Agile environment
- Played a pivotal role in the feature's life cycle, participated in code reviews, and **unit testing** to ensure high-quality deliverables
- Presented an enterprise-level solution aimed at enhancing digital banking experience for clients, with potential annual savings of \$1M
- Contributed to **Proof of Concept (POC)** planning by **identifying user pain points** within the banking app to enhance the overall mobile banking experience

IT & Web Support Intern

May 2022 – Aug 2022

DTK Industrial Components Inc.

Mississauga, ON

- Investigated the main website for issues and monitored back-end logs to ensure an overall positive experience for customers
- Assessed weak points in the ordering system by troubleshooting and generating problem reports, resulting in a 40% reduction in reoccurring bugs
- Streamlined product catalog inventory, improving overall user engagement by 30%

Outreach and Communications Lead + Mech/Elec Lead

Sep 2017 – Aug 2022

First Robotics Canada

Mississauga, ON

- Pitched the team's strategy and design to panels of 15+ judges each game season, and represented the team at award interviews
- Optimized electrical board configurations as per technical constraints for efficient robot design
- Led robotics workshops for younger students in the local community to share the spirit of robotics and STEM
- Returned as an alumni member to mentor 20+ participants and contribute to overall team growth

Projects

Sustainable Innovation Challenge

• Proposed a scalable solution to reach the target of **50 percent waste reduction** by 2025 by proposing a mobile app focused on connecting local businesses with food banks

Accessibility Focused Tetris Game | Java, JavaFX, GitHub/Git, JUnit

- Targeted **user pain points and accessibility** in basic Tetris such as colour blindness, and audio impairments by adding features to enhance user support
- Used UML diagrams and design patterns to dynamically create accessibility features in the game

Ridesharing Simulation Program | Python

- A ridesharing and taxi program that finds the optimal route for service based on various factors
- Devised an algorithm using OOP concepts to calculate the fastest route
- Performed rigorous testing of various scenarios by creating a large test data set to ensure correctness

SKILLS SUMMARY

Languages/Frameworks: Java, Kotlin, Python, R, SQL, HTML/CSS, Android SDK, JUnit, JavaFX Developer Tools: GitHub/Git, SourceTree, Android Studio, PyCharm, IntelliJ, Eclipse, Jira, Confluence Coursework: Data Structures, Software Design, Theory of Computation, Machine Learning, Multivariable Calculus, Linear Algebra