Rohan Chedde . Jarvis Consulting

A results-driven Computer Engineering graduate from Toronto Metropolitan University, with a background in DevOps and software development. Highly adept at designing and automating infrastructure using tools like Docker, Kubernetes, as well as cloud platforms such as Amazon Web Services (AWS) and Google Cloud Platform (GCP), with proven success improving system reliability and deployment efficiency. Proficient in Java, Python, SQL, and Linux, with hands-on experience applying Agile methodologies. Consistently demonstrating strong problem-solving skills, adaptability, and a commitment to continuous learning. Eager to contribute technical expertise, problem-solving skills, and a passion for automation to forward-thinking engineering teams.

Skills

Proficient: Java, Linux/Bash, RDBMS/SQL, Agile/Scrum, Git

Competent: Python, Docker, Kubernetes, JavaScript, Google Cloud/ AWS

Familiar: Ansible, Jenkins, HTML, C, PySpark

Jarvis Projects

Project source code: https://github.com/jarviscanada/jarvis_data_eng_RohanChedde

Linuc Cluster Monitoring Agent [GitHub]: Utilized Linux command lines, Bash Scripts, PostgreSQL and Docker to implement a Linux Cluster Monitoring application. This monitoring system records the harware specifications and monitors resource usage of a node running Rocky Linux in real time. The collected data is stored in a RDBMS.

Highlighted Projects

Capstone Project: Augmented Reality (AR) Multiplayer Mobile Game [GitHub]: Spearheaded an engineering capstone project to develop mobile gameplay features to be implemented in augmented reality using TypeScript. Leveraged Host to Client messaging to implement multiplayer features. Implemented a user-friendly mobile UI using JavaScript and HTML, providing game elements and information for users to easily interact with the game.

Object Detection Computer Vision [GitHub]: Developed a real-time basketball action detection and classification using Computer Vision. Used Python to implement machine learning algorithms like Ultralytics YOLOv8 to train the model. Utilized Roboflow for labeling and classifying input for training.

Professional Experiences

Data Engineer, Jarvis (July 2025-present): Programmed various industry level projects using the Agile/ Scrum methodology

Freelance Web Developer, Kinetika (June 2025): Developed a web application that enables volleyball coaches to create and manage practice sessions and drills using Webflow for the frontend and a custom RESTful API for backend functionality. Designed a user-friendly interface using HTML, allowing coaches to submit structured content with ease. Handled form submissions with JavaScript, sending user-generated practice data as JSON via HTTP/HTTPS protocols to the custom backend.

Education

Toronto Metropolitan University ( ), Bachelor of Engineering, Electrical and Computer Engineering

Miscellaneous

- Basketball player
- Piano and Guitar player