Joel Saji Varghese

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EXPERIENCE

Vretta Inc. — Toronto, Canada
Full Stack Developer — *Jul 2025 – Oct 2025*

- Delivered **L3 technical support and full-stack development** for multiple client platforms, resolving **15–20 complex issues weekly** and improving turnaround time by **25%**.
- Maintained and optimized **10+ client-facing web apps** using **Angular, Node.js, MySQL, and AWS**, reducing downtime by **30%** and improving load times by **25%**.
- Collaborated with cross-functional teams to design, test, and deploy scalable features, increasing deployment efficiency by **20%** while ensuring zero major post-release defects.

TKL Coaching — Brampton, Canada
Full Stack Developer — *Jul 2024 – Oct 2024*

- Developed a comprehensive **admin panel** using **Next.js, React, TypeScript, and Tailwind CSS** to manage users, analytics, and content, improving administrative efficiency by **35%**.
- Built responsive interfaces for tracking calorie intake, check-ins, and personalized fitness plans, enhancing user engagement and data accuracy.
- Integrated **Firebase** for authentication and real-time synchronization to ensure consistent and secure data handling.
- Implemented **Stripe API** for seamless payment processing, enabling secure client transactions and reducing billing errors.

Gao Tek Inc. — Toronto, Canada
Web Developer Intern — *Jan 2024 – Mar 2024*

- Led a team of **100+ interns**, coordinating workflows to deliver multiple web projects efficiently and improve collaboration.
- Developed and customized **18+ WordPress websites** with best practices in scalability, accessibility, and responsive design.
- Optimized site performance and SEO, resulting in a **42% increase** in organic traffic and faster page load times.

PROJECTS

VR Development – GeoGram | *C#, Unity, Zenject*

- Developed immersive VR controls and physics-based interactions for movement, teleportation, and object manipulation.
- Optimized performance to ensure a smooth VR experience, reducing frame latency and improving rendering efficiency.
- Implemented an **MVC-based architecture** for modularity, maintainability, and scalability in Unity.

EDUCATION

Algoma University — Brampton, ON
Master of Computer Science — *Apr 2026*

Algoma University — Brampton, ON
Bachelor of Science in Computer Science (Honours), Passed with Distinction (GPA: 3.44) — *Aug 2023*

TECHNICAL SKILLS

Languages: Python, Java, C++, C#, Kotlin, JavaScript, TypeScript, SQL, MongoDB, GraphQL
Frameworks: React, Next.js, Angular, Node.js, Flask, Spring, Bootstrap, Tailwind CSS
Tools & Platforms: AWS (EC2, S3), Firebase, Docker, Git, Jenkins, Linux, Unity, Heroku, Figma, VS Code, LaTeX

ACHIEVEMENTS

StartUp GameJam – Algoma University & Unity Technologies — Brampton, ON
1st Place Winner — *Sep 2024*

- Awarded 1st Place in a competitive game development event for innovation, gameplay design, and technical execution.