

ARGAVIN MURALITHARAN

Software Engineer

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Toronto, ON

kavinmural

Personal Website

EXPERIENCE

Software Engineering

Ultimate Software

Jan 2020-Apr 2020

Toronto, ON

Java Spring SQL JUnit JavaScript TypeScript
AngularJS HTML Git

- Designed, documented, and developed back-end APIs for mobile endpoints that respect the MVC design structure using Java, Spring and SQL.
- Developed end-to-end features using technologies including: Java, AngularJS, and TypeScript.
- Debugged and fixed defects in both the front and back-end projects.
- Refactored code to improve performance in different API calls, decreasing the calls' execution time by 30% to 50%.
- Involved with the project's JavaScript to TypeScript conversion process and testing.
- Reviewed team member's code and design to improve format and implementation using a BitBucket PR system.

Software Test Engineer

Ultimate Software

May 2019-Aug 2019

Toronto, ON

Java JUnit Gatling SQL Cypress Git

- Designed and developed unit tests, integration tests, and regression tests using Java/JUnit for various back-end APIs, improving code quality and integrity.
- Developed GUI front-end test automation scenarios using Cypress, increasing smoke test coverage by 60%.
- Aided in integrating the initial Gatling performance tests to track various API calls and setup performance scenarios.
- Refactored controller test automation to respect endpoint security, enforcing a new team standard for controller unit tests.
- Investigated, reported and manually verified bugs/defects/performance enhancements.

IT Services and Enterprise Architecture

Toronto Transit Commission

May 2018-Aug 2018

Toronto, ON

HTML CSS JavaScript Microsoft Office

- Documented Functional Specification documents for TTC internal applications.
- Worked with HTML5 and CSS to create a master page WebUI for a server error logging system.
- Created application GUI mock-ups using Microsoft Visio
- Created Test Design documents for QA testers to execute and report bugs.
- Tested front-end application interfaces and documented/reported errors to developers.

EDUCATION

Bachelors of Computer Science / Business Option

University of Waterloo

Expected April 2022

TECHNICAL SKILLS

Java Spring Python C++ C
HTML CSS JavaScript TypeScript
Bash Git SDLC Agile Methods
OOP UML Design

PROJECTS

Personal Website

2019

HTML CSS JavaScript

- Designed and created a personal parallax web page using HTML5 and CSS.
- Implemented various functionalities and animations using JavaScript.
- Fully responsive design and supported on all major browser platforms.

Chess Game

2019

C++ Git

- Designed and implemented an interactive Chess game in a team that allows for player vs. player or AI.
- Integrated many design patterns in C++ including: Builder, Observer, Template, Factory, and Singleton.
- Implemented different levels of difficulty (CPU) and included a GUI to display the chess board.

Domino Game

2018

Python

- Worked with Python to create a fully functional Domino game that includes a GUI.
- This program has multiple components including: the main menu interface, simple computer AI, and a main game file.
- The project includes a manual book with instructions on how to play the game.