

# Namashi Sivaram

[GitHub](#) | [Linkedin](#) | [Website](#)

Windsor, ON N9E4R7  
(519) 991-7749  
nsivaram@uwo.ca

## SKILLS

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<b>Languages</b>	Javascript (Typescript), Python, Java, C, C++, R, MATLAB, HTML/CSS, Swift
<b>Frameworks</b>	NodeJS, ReactJS, NoSQL, Gulp, Swift UI, Bootstrap, SPI Protocol, Kafka, SpringBoot, GPIO & SPI Protocol

## EXPERIENCE

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### Canada Life – Software Architect Engineer Toronto, ON

Sept 2023 - Current

- Created reference implementation of Kafka error handling design patterns utilising retry routing and redirect caching for data consistency/reliability.
- Standardised modern Microservices creation patterns, employing JHipster and SpringBoot for application development, Kafka for messaging, GitLab for CI/CD, Kubernetes and Docker for container management.
- Designed a federated production state architecture for an Azure OpenAI chatbot utilising RAG pattern

### EIGEN Fitness – Fullstack Developer Intern Vancouver, BC

May 2022 - Aug 2022

- End to end implementation of “Teams” customer grouping feature to subsect end-users and provide subscription management to each group. Leveraging Typescript React for front end and Google Firebase for backend and metadata management.
- Restructured NoSQL data design using subset design patterns and one to many referencing to increase read speed on “Teams” entities.

## PROJECTS

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### Pokémon Red Remake Java

Java project including all original 151 Pokémon and features of the original Pokémon Red version

- Implemented robust Battle framework to abstract possible user decisions with rendered sprite UI.
- Built with object-oriented design and extendibility such that new class objects (Pokemon, Foes) can be added easily through text file metadata

### Spotify Audioscape App Swift

Social IOS App employing Geocaching to consolidate other nearby Spotify user's music into a playlist

- Built with The Composable Architecture for redux based efficient handling of actions and side-effects
- Leveraged Google Cloud Functions for scalable and secure event driven database manipulation and business logic with Firebase, Spotify API and OAuth2.0 sign-in

### HOSA Isometric Handgrip Python

Handgrip utilising ADC and pressure-based input for platformer game; HOSA 2019 1st place

- Established communication of devices with a Raspberry Pi running a Python Pygame application for game control of a simple platformer through GPIO pins and SPI protocol

## EDUCATION

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### Western University, London, ON BSc, Honours Computer Science

Sept 2019 - Current | GPA 3.9