Pirathapan Nagendrarajah

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Programming Skills

Languages: Python, JavaScript/TypeScript, Java, C, C++, Shell Scripting, HTML, CSS
Frameworks/Tools: Git, SQL, SVN, jQuery, React.js, Angular JS, UNIX, Node.js, Express.js
Operating System: Windows 7/8/10, iOS 10, Linux (Ubuntu)

Education

Bachelor of Technology – Software Development   September 2017 – August 2021
- Seneca College, Toronto, Ontario
- Cumulative GPA: 3.7
- President's Honour List (Fall 2018 & Winter 2020)

Bachelor of Science – Computer Science   September 2015 – August 2017
- University of Toronto, Scarborough, Ontario
- Statistical Machine Learning and Data Mining Stream Specialist program

Experience

Managing A/V Technician

Scarborough Convention Centre, Scarborough, Ontario   January 2013 – Present
- Professionally trained to use ChamSys Lighting Software to configure programmable intelligent lights, setting up the sound system and video presentation onto projector
- Experienced in problem solving troubleshooting and networking issues
- Train potential technicians on how to use the audio, video, projector, intelligent lights, and troubleshoot any issues to ensure a successful event
- Communicate with clients regarding their requests over the phone or in person

Summer Camp Counselor

Malvern Family Resource Centre, Scarborough, Ontario   May 2018 – August 2018
- Worked in a leadership role and in tandem alongside co-workers to create and implement various activities for kids aged 5-14 to enhance existing skills and foster new talents.

Projects

Angular - Calendar Time Management Application   April 2020
- Created an angular application for students based on time management skills by assisting them in allocating their time properly and balancing their schedules effectively

Android App – Ranking Earthquake   November 2019
- Used Android Studio to create a mobile app that fetches the earthquake API and displays recent updates on earthquakes based on magnitude or chronological order

Java - Mock File System   August 2016
- Designed sets of classes for a mock file system that operates similar to a UNIX shell
- The mock shell on Java could execute the following commands; exit, mkdir, cd, ls, pwd, mv, cp, cat, curl, echo, man, pushd, popd, history and grep

Python - Evaluating Regex   April 2016
- Evaluates regexes by telling us whether the regex is indeed a regex, builds trees for it and checks if the input string matches it or not

Java - Checkers board game   June 2014
- Implemented the rules of the game with a GUI using JPanel
- Created a final report of the project with full understanding and details on how the game was implemented and what components use to create the making of the game