

Piyush Razdan

piyush.razdan@gmail.com | +1 647-818-1345

[in linkedin](#) | [github](#) | [portfolio](#)

EDUCATION

Bachelor of Science - Computer Science & Geographical Information Systems

University of Toronto - Honours

Sep 2019 - Aug 2024

Toronto, ON

EXPERIENCE

Environment and Climate Change Canada

Software Developer Intern

May 2022 - Aug 2023

North York, ON

- Implemented automation scripts using Azure CLI, Python, and REST API's to manage users, assign roles, and configure processes in DevOps projects, producing client service agreements.
- Overhauled Azure pipeline workflows using continuous integration and deployment, along with repository backup systems configured in YAML, resulting in a 10% reduction in deployment times.
- Utilized Postman to detect API issues and alert development team, resulting in SDK errors being identified prior to deployment in the pre-prod environment, leading to a more seamless QA testing process.
- Built a user interface for project decommissioning using Python and Tkinter, reducing manual deletion efforts.

Geospatial Research Analyst

University of Toronto Mississauga - Dept. of Geography, Geomatics & Environment

Aug 2023 - Dec 2023

Mississauga, ON

- Served as a research analyst for UoT Mississauga's Riverwood Conservancy soil respiration project, analyzing CO2 levels and elevation using EGM-5 CO2 Gas Analyzer and Decagon GS-3 Probe.
- Geo-processed sample data with the carbon analyzer, conducted regression analysis in Python, and created heat maps in ArcGIS Pro, revealing correlations between temperature, moisture, and soil respiration.

Python Skills Tutor

Freelancer

May 2020 - Aug 2020

Remote, Virtual

- Conducted 16 sessions using PyCharm, covering syntax, data types, loops, conditionals, file I/O, libraries, errors, and OOP, providing skills and support.

NOTABLE PROJECTS

Interactive Web Portfolio

React, Node.js, Express, GitHub Pages, VS Code

Jun 2024 - Jul 2024

Mississauga, ON

- Established a responsive portfolio using React and Node.js runtime, deploying 10+ web-responsive fixes.

Wordle Multiplayer

React, jQuery, Express, Fetch API, Web Sockets, Git, VS Code

Feb 2024 - Apr 2024

Remote, Virtual

- Built a word-centric multiplayer arena using React and Web Sockets for bi-directional communication, where users compete to guess a randomly generated word within a 60 second window.
- Ensured persistent user identities through cookie management, resulting in a 15% increase in session duration and maintaining primary identifiers across sessions.
- Test-driven development of all back-end APIs using JUnit testing, with the back-end deployed on UoT's server.

University Donor-Charity Platform

Next.js, React, TypeScript, Tailwind CSS, Figma, Vercel, VS Code

Sep 2023 - Dec 2023

Toronto, ON

- Led a team of prospective developers in prototyping a gratitude centered platform for local charities and communities in Figma.
- Collaboratively developed a charity-donor engagement platform using Next.js, deployed on Vercel, featuring real-time chat and tools for accessing insights into charity operations to enhance interactions.
- Conducted usability testing with 6 participants, implementing financial transparency via quarterly reports, and trust in charities.

Three Musketeers AI Strategy

Java, JavaFX, JUnit, GitHub Actions, Eclipse

Nov 2021 - Dec 2021

Remote, Virtual

- Designed an AI-driven board game in Java and JavaFX, employing a greedy AI with the recursive minimax algorithm and featuring 3 unique game board configurations.
- Added 3+ creational design patterns and coordinated development with GIT branches, using agile workflows for iterative sprints and continuous integration, leading to consistent updates.

SKILLS

Programming Languages	Python Java C SQL JavaScript/TypeScript Golang PHP Haskell Racket R YML
Frameworks & Libraries	Ajax Django Docker jQuery JUnit Next/React PyTest PSQL REST Terraform
Platforms & Technologies	AWS Azure ArcGIS Apache Carto Erdas Earth Engine Figma GeoDa Postman