PIYUSH RAZDAN

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Education

University of Toronto | GPA: 3.25/4

2019 - 2024

Honours Bachelor of Science in Computer Science and Geographic Information Systems

Toronto, Canada

Relevant Coursework

- Algorithm Analysis
- Data Structures
- Database Management • Software Design • Systems Programming
- Functional Programming
- Unit Testing

Experience

Software Developer Intern

• Full Stack Development

May 2022 - Aug 2023

Environment and Climate Change Canada

North York, Toronto

- Engineered automation scripts using Python, Postman, and REST API in Azure to manage users, assign roles, and configure processes in DevOps projects, enhancing operational efficiency by 18%.
- Overhauled Azure pipeline workflows using CI/CD, resolved critical bugs, and implemented repository backup systems, causing a 12% reduction in deployment times and improved resource management.
- Designed and implemented user interfaces for project decommissioning using Tkinter, streamlining the decommissioning process and reducing manual deletion time spent by 33%.
- Managed ticketing using Azure's Kanban board, facilitating efficient task tracking and fostering team collaboration.

Projects

Dev-Nexus | React, Node.js, Express, GitHub Pages, VS Code

Jun 2024

- Established a responsive portfolio using **React** and **Node.js**, featuring secure API integration with **Express** and tested deployments via VS Code.
- Utilized GitHub Pages with deployment workflows in VS Code for real-time updates, seamless integration, and efficient project management.

Wordle Frenzy | React, jQuery, Express, Fetch API, Web Sockets, Git, VS Code

Apr 2024

- Built a fully-functional multiplayer arena using React for the front-end and Web Sockets for bi-directional communication.
- Integrated advanced gameplay features, including physical keyboard support, winner display, and synchronized timers for competitive play.
- Ensured persistent user identities through cookie management, resulting in a 25% increase in session duration and maintaining primary identifiers across sessions.

Play-Portal | PHP, PostgreSQL, HTML5, CSS, VS Code

Feb 2024

- Created a mobile-responsive games site using the MVC pattern for organized development and hashed passwords for secure user authentication.
- Structured a PostgreSQL database to handle login/signup and store data, including scores for Rock-Paper-Scissors, Jumping Frog Puzzle, and Guess the Number game, with detailed user profiles and game stats.

Infrastructure Lifecycle Automation | Python, REST, JSON, Terraform, Azure, VS Code

Aug 2022

- Led the development of a cloud-driven project setup system using Python and Azure's REST API, improving project deployment precision and scalability by 33%, effectively dealing with over 50+ projects monthly.
- Devised a user access management system that integrated Azure licenses with role-based access controls, decreasing unauthorized access incidents for over **350**+ users across the organization.
- Optimized virtual machines and blob storage using Terraform, while streamlining CI/CD pipelines with YAML to strengthen infrastructure-as-code and system consistency by 12%.

Three Musketeers AI-Integrated | Java, JavaFX, JUnit, GitHub Actions, Eclipse

Nov 2021

- Developed an AI-driven board game using Java and JavaFX, featuring a greedy AI agent deployed using the recursive **minimax** algorithm, and modeled in **object-oriented** principles.
- Added design patterns and coordinated development with GIT branches, leveraging agile workflows for iterative progress and continuous integration.

Technical Skills

Languages: Assembly, C, Haskell, Java, JavaScript/TypeScript, PHP, Python, Racket, R, Shell, SQL, YAML Libraries/Frameworks: Ajax, Django, Express, Fetch, HTML/CSS, jQuery, JUnit, Node.js, NumPy, PyTest, React Cloud Services/IDEs: AWS, Azure, Google Cloud, CLion, Eclipse, IntelliJ, PyCharm, VS Code Miscellaneous: Apache, CI/CD, ESRI, Git, LaTeX, MongoDB, PostgreSQL, Postman, REST, Terraform