Piyush Razdan

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EDUCATION

Bachelor of Science - Computer Science & Geographical Information Systems

Sep 2019 - Aug 2024

University of Toronto - Honours

Toronto, ON

EXPERIENCE

Environment and Climate Change Canada

May 2022 - Aug 2023

Software Developer Intern

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.

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

Aug 2023 - Dec 2023

Geospatial Research Analyst

Mississauga, ON

- Served as a research analyst for UofT 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.
- Generated comparative line graphs to illustrate the relationship between soil respiration and temperature across different elevations.

NOTABLE PROJECTS

Interactive Web Portfolio

Jun 2024 - Jul 2024

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

Mississauga, ON

- Established a responsive portfolio using React and Node.js runtime, deploying 10+ web-responsive fixes.
- Deployed the portfolio using GitHub Pages with CI/CD integration, structuring it into reusable React components for optimized performance and scalability.

Wordle Multiplayer Feb 2024 - Apr 2024

React, ¡Query, Express, Fetch API, Web Sockets, Git, VS Code

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 UofT's server.

University Donor-Charity Platform

Sep 2023 - Dec 2023

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

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

Nov 2021 - Dec 2021

Java, JavaFX, JUnit, GitHub Actions, Eclipse

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 AWS | Azure | ArcGIS | Apache | Carto | Erdas | Earth Engine | Figma | GeoDa | Postman