RAJ **SARAGADAM**

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Education

University of Waterloo & Wilfred Laurier University Sept 2021 - Apr 2026
Bachelor of Computer Science & Bachelor of Business Administration Joint Double Degree
• **Courses:** OOP in C++, Compilers, Algorithms, Operating Systems, Data Structures, Combinatorics

Skills

Languages: C, Java, Python, Linux, Racket, HTML, C++, Javascript, CSS
Technologies: React.js, Git, Bash, Vim

Professional Experience

920667 Canada Inc.
Guelph, ON
Software Engineering Intern – Test Team
Apr 2022 –Aug 2022

• Built a testing API and other testing algorithms using Data Structures and languages like Java and Python in order to maintain high-quality of code and to uphold team coding guidelines.
• Found many errors such as inappropriate variable naming, incorrect bean creation, incorrect log level, redundant or no logs and others through my testing API.

K Nutri
Guelph, ON
Digital Marketing Intern
Feb 2022 –Apr 2022

• Designed animated infographics and assets to increase consumer retention for K Nutri's Canadian expansion line products
• Decreased consumer turnover rate through expanding K Nutri's presence on mailing lists and other forms of social media

Projects

Wordle
April 2022 – Aug 2022

• Built the popular web game "Wordle" using C
• Designed and implemented multiple algorithms using data structures to facilitate both the hard and easy mode of Wordle
• Created a low-level interface in which users can access to play the game in real time
• Deployed my wordle game to students at University of Waterloo and had around 70 people play and test it with good success
• **(Can access all projects by clicking on the title of the project)**

Maze Solver
April 2022 – Aug 2022

• Built a simple Maze solving algorithm using C, have implemented a similar algorithm in Python too
• Designed the algorithm to solve simple mazes using the "right-hand rule" and backtracking which traverses mazes by sticking to the right-hand wall of the maze

Mine-Sweeper
April 2022 – Aug 2022

• Implemented the popular web game "minesweeper" using C
• Built a minesweeper game interface using data structures for users to play the game in real-time
• Deployed minesweeper to students at Wilfred Laurier University and resulted in 50+ people playing