

Sailesh Sikdar

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TECHNICAL SKILLS

Programming Languages: Python, JavaScript, SQL

Technologies: HTML5, CSS3, SQLite3, Git/GitHub, Bootstrap, Django

RELEVANT EXPERIENCE

Cisco Systems – Git Migration Team

Software Engineer Intern

Remote

January 2021 - Present

- Worked in Cisco's Git Migration team to help maintain a Flask application responsible for listening for and automating checks on pull requests to Cisco's main GitHub development branch
- Used the Windows Terminal, Git, GitHub, and Python to help maintain the codebase and contribute to a Continuous Integration environment

Ruffalo Noel Levitz – Annual Giving Phone Program

Student Development Associate

Waterloo, Ontario

September – November 2019

- Participated in fundraising for the University's endowment funds such as the Wellness collaborative, by contacting Alumni and parents of current students
- Raised roughly \$1200 in credit and cheques

PERSONAL PROJECTS

Tic Tac Toe

Python/SQLite3

<https://github.com/s4sikdar/Tic-Tac-Toe-OOP-version>

- Programmed the game of Tic Tac Toe, both in single-player and multiplayer mode
- Created an Artificial Intelligence to play against in single-player mode by implementing the minimax algorithm
- Added a feature that allows users to register a username and keep track of the scores/results of all usernames in the form of a leaderboard, using the SQLite3 database management system

NBA Records Database

SQL/SQLite3

<https://github.com/s4sikdar/CS-338-Final-Project>

- Created an NBA records database using SQLite3, storing information of NBA teams over the last 10 years, team standings, individual team records, finals results, and records of key personnel within organizations
- Ensured Second Normal Form in all relations, along with Third Normal Form for most of them

T-Rex Run

HTML5, CSS3, JavaScript

https://github.com/s4sikdar/s4sikdar.github.io/tree/master/new_old_website/chrome_dino_run

- Created a version of the Google Chrome dinosaur game using HTML5, CSS3 and JavaScript
- Interacted with the Document Object Model and multiple layers of HTML5 Canvas elements to create a colored variant of the original game, with the help of the photoshop tool GIMP
- Used multi-threaded programming through Web Workers to enhance performance
- Game can be found here, open preferably in Microsoft Edge:
https://s4sikdar.github.io/new_old_website/chrome_dino_run/Dino_game.html

Portfolio Website

HTML5, CSS3, JavaScript

https://github.com/s4sikdar/s4sikdar.github.io/tree/master/new_old_website

- Created a responsive Portfolio Website using HTML5, CSS3, and JavaScript
- Crafted a visually intuitive and responsive layout using Bootstrap components, the Google Charts API, and custom image sprites edited in Inkscape
- Ensured cross-platform performance (including I.E. 11) through Bootstrap, site found here: [Sailesh Sikdar \(https://saileshsikdar.github.io/new_old_website/\)](https://saileshsikdar.github.io/new_old_website/)

EDUCATION

University of Waterloo

Candidate for Bachelor of Mathematics in Math/Business Administration

Class of 2022