# Santanu Sarker

www.santanusarker.com | github.com/santanu23 s3sarker@uwaterloo.ca | (647) 701-8107

# WORK FXPERIENCE

#### **SAP** | Software Application Developer

September 2016 - December 2016 | Toronto, ON

- Developed web application using Bootstrap, Chart.js and Java (jetty) to graph real time sensor data streams for SAP IEP MAA
- Created database schema in SAP SQL Anywhere RDBMS
- Developed batch scripts to automate database creation

# FLEET COMPLETE | JUNIOR DEVELOPER

January 2016 - April 2016 | Toronto, ON

- Extended the functionality of Microsoft Dynamics CRM by creating C# plugins
- Created web portals using Materialize CSS framework, and Angular JS
- Developed RESTful API services in C# to query a database
- Designed and maintained tables, views, and stored procedures in MS SQL

# MATCOR-MATSU INC | SYSTEMS/NETWORK ADMINISTRATOR

May 2015 - August 2015 | Brampton, ON

- Maintained several servers and assisted in day to day administration
- Assisted in the design and implementation of system/network modification
- Developed a C# windows application to monitor performance of computers on a network

# **PROJECTS**

# **SMART GARDEN** | November 2016 | Hardware

Worked in a team to build a smart garden for Electric City Hacks Hackathon. Clubs Utilized multiple environmental sensors (light, humidity, soil moisture) connected to a raspberry pi to gather data. Data was used to control water pumps, and indoor lights to ensure plants would have optimal growth conditions.

# KITCHEN IOT | June 2016 | HARDWARE

Created an Arduino project that controls appliances creating a smarter Kitchen. A Relay switch was used to switch appliances on/off and a servo motor was used to steep tea.

#### **EMPLOYER INFO SESSIONS** | APRIL 2016 | WEBSITE

Created a web application that displays daily employer information sessions along with the times, locations and target audiences. Used HTML, CSS (materialize), and JavaScript (jQuery AJAX to guery the UW API).

# CHEMISTRY COLLECTOR | JUNE 2014 | PC GAME

Used knowledge of OOP to create 2D platformer game in C# XNA game studio. Designed level textures and character sprites and menu screens in Adobe Photoshop.

# SKILLS

## **LANGUAGES**

Java • C# • C++ • C HTML • CSS • JavaScript Matlab • Python • SQL

## **TECHNOLOGIES**

iQuery • Node.is • Angular.is Jetty • MSSQL • MongoDB

#### **TOOLS**

Git • TFS • Photoshop

# **EDUCATION**

# UNIVERSITY OF WATERLOO

COMPUTER ENGINEERING

Expected June 2019 | Waterloo, ON Courses

- Algorithms and Data Structures
- Operating Systems
- Compilers
- Digital Computers
- Embedded Microprocessor Systems
- Digital Hardware Systems

UWAFT

#### **SATEC @ W.A PORTER**

HIGH SCHOOL

Graduated June 2014 | Toronto, ON Courses

- Computer Science
- Computer Engineering
- Computer Networks

#### Clubs

- VEX robotics
- Mindstorms Lego robotics
- Chess

# ACTIVITES/INTERESTS

Basketball • Soccer • Swimming Photography • Gaming • Fitness