**SHANTHOSH PUSHPARAJAH**

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# SKILLS

**Development Languages:** JavaScript, C++, Python, PHP, Swift, SQL, HTML, CSS

**Tools/Frameworks:** Node.js, React Native, REST, SOAP, Git, Docker, Postman, NumPy, SciPy, Pandas, Matplotlib

**UX/UI Design:** Sketch, InVision, Illustrator, Figma

**Product:** Usability Testing, Data Analysis, User Research, User-Centered Design, Workflows, Wireframing, Prototyping

# EXPERIENCE

**Elastic.io** Apr - Present

*Software Engineer Intern, Pre-Sales Bonn, Germany*

* Delivered well-designed and tested systems and scaling automation tools for financial micro-services in Java and Ruby. Improved the performance of Oracle SQL & PostgreSQL to efficiently process large amounts of transactional data; significantly reduced the querying time for Due to Registered Accounts reports (from overnight to minutes).

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* Collaborated across teams to create, maintain, and enhance robust APIs that enable the creation of internal tooling.

**Azure Online Solutions** May 2016 - Present

*Co-Founder Toronto, ON*

Developed the shared vision of Lovever, a startup aiming to help couples in long-distance relationships maintain and keep developing their relationships remotely.

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* Recruited and led a team of 5 iOS engineers and designers to build Lovever from concept to private beta.
* Established and executed a 1-year roadmap; identified and analyzed key metrics for continuous improvement.

**Sprout** Sept - Dec 2018

*Software Engineer Intern, Mobile Toronto, ON*

Worked on designing and building [Rthro](https://blog.roblox.com/2018/10/roblox-avatar-expansion/) and over 200 Rthro-native bundles to provide users with a sophisticated avatar editing system and an extensive virtual catalog, giving them greater customization freedom to express creativity.

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* Launched Animation Editor with Inverse Kinematics in Studio; led the cross-functional team through multiple iterations.
* Brainstormed & worked on new Develop features closely with the team to empower imagination. (Stay tuned!)

**Maple Leaf Foods** Jan - Apr 2018

*Software Engineer Intern, Innovation Toronto, ON*

Prioritized, defined, and provided product specs for new Avatar features (Catalog integration in Avatar Editor, costumes & bundles, trail effects, pose creator, animation preview, etc.) to enhance the player experience on mobile, web and Xbox.

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* Redesigned Develop (now Create) page and pitched the high-level design & MVP to stakeholders with 6 Product interns.
* Designed a search query auto-correction & recommendation system to optimize game search results.

# PROJECTS & ACTIVITIES

**Cold Cookies** Jan - Apr 2018

* Designed a personal finance app to help young adults to build positive habits based on their financial statuses and budget.

**Look inside LinkedIn** Jan - Apr 2018

* Designed a personal finance app to help young adults to build positive habits based on their financial statuses and budget.

**Valkyrie Labs – iOS** Sept 2016

* Designed an iOS app to help students post & browse items for sale on campus in a fun/easy way through short videos.

# Data Visualization with Python – Coursera May 2014

* Solved challenging mathematical problems in advanced algebra & calculus by proofs.

# EDUCATION

**Systems Design Engineering, Minor in Cognitive Science - University of Waterloo** 2017 - 2022

* Received a 4.0 GPA in Human-Computer Interaction. Excelled in design, leadership, and entrepreneurship classes.
* CS Research Assistantship (Spring 2016 & Winter 2017), International Student Entrance Scholarship, Dean’s Honor List.