

Silvia Das

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EDUCATION

Toronto Metropolitan University

Bachelor of Science in Computer Science (Co-op)

Toronto, ON

Expected 2028

- Relevant Courses: Data Structures and Algorithms, Introduction to Unix, C, and C++, Operating Systems

EXPERIENCE

Software Developer Co-op | H. H. Angus

May 2025 – Present

- Developed C# .NET and Python automation plugins to streamline repetitive BIM workflows, reducing manual data input and processing time for engineering teams.
- Built a usage metrics tracker for internal automation tools that logged user activity and plugin runtime data to MySQL database, providing valuable insights and informed prioritization of future development.
- Collaborated in Agile sprints using Git and Jira to deliver feature enhancements, participating in code reviews, daily scrum, and sprint retrospectives with cross-functional development teams.

Marketing Associate | Women in Computer Science TMU

Jan 2025 – Present

- Developed and executed creative social media strategies, driving engagement on an Instagram page with over 1.1K followers, and used digital platforms to promote events with 200+ attendees.
- Designed event promotional content and post-event recaps, maintaining consistent branding across all platforms.
- Supported event execution by assisting with planning, logistics, and MC duties to enhance attendee experiences.

Sales Intern | Station Zero Inc.

May 2024 – Aug 2024

- Developed targeted outreach strategies across social media platforms like LinkedIn and Facebook, managing a 200-member community group and increasing qualified lead generation by 20%.
- Designed and automated email marketing campaigns using MailChimp, optimizing content delivery and improving customer engagement metrics.
- Analyzed performance data to identify trends and inform strategy adjustments, supporting data-driven decisions.

PROJECTS

‘SmartBin’ Image Classification

- Built a full-stack waste classification app with React and Javascript (Node.js), integrating OpenAI’s API to analyze user-uploaded images and automatically categorize waste as recyclable, compostable, or garbage.
- Designed RESTful API architecture using Express.js to handle image processing, implementing secure environment variable management and error handling for reliable API communication and data flow.
- Developed responsive UI with React, featuring real-time image preview, loading states, and color-coded results display to enhance user experience and accessibility.

Payroll Management System

- Developed a Windows Forms payroll DBMS in C# with Oracle Database, implementing full CRUD operations and SQL queries across 5 relational tables with input validation and dynamic querying.
- Built GUI interfaces for database management including custom search with partial matching, bulk table operations, and real-time connection testing using Oracle.ManagedDataAccess.
- Designed modular architecture with separate UI forms and utility classes, enabling scalable operations like batch table creation/deletion and multi-field search functionality.

‘Lost Star’ Game

- Developed a multilevel 2D platformer using C++ and SDL2, implementing collision detection, gravity physics, and dynamic object interactions for responsive gameplay mechanics.
- Designed modular game architecture with separate classes for player movement, enemy AI, level management, and rendering to ensure scalable and maintainable code.
- Presented technical demo at Toronto Public Library community event, explaining game development concepts and C++ programming fundamentals to engage young learners in computer science.

TECHNICAL SKILLS

Languages: Python, C#, C++, Java, JavaScript, HTML/CSS, SQL

Frameworks and Libraries: .NET, NodeJS, ReactJS, NumPy, SciKit-learn

Tools and Environments: Linux (Bash scripting), Jira, Git, Microsoft Office (Word, Excel, Powerpoint)