URJA SOOD

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SUMMARY

Driven Computer Science student at the University of Toronto minoring in Business, Science, and Entrepreneurship. Passionate about software development, system design, and leveraging technology to create user-focused, innovative solutions. Skilled in problem-solving, efficient system design, and aligning technical work with business goals. Dean's List scholar committed to contributing to high-impact, collaborative projects.

PROFESSIONAL EXPERIENCE

Summer 2025 Intern **Jul 2025 – Present**
Aptly Technology Corporation

- Gained hands-on exposure to AVS, NSX, and vCenter platforms through detailed walkthroughs, while developing a foundational understanding of network underlay and overlay architectures, IP management, and host maintenance for system health and uptime.
- Analyzed and categorized ICM tickets to identify automation opportunities, as well as trained an AI model on ticket summarization and recommending resolution steps, enhancing efficiency in incident management workflows.

Private Math Tutor **Jun 2021 – Present**

- Deliver personalized math instruction tailored to individual learning styles, driving conceptual mastery and long-term retention across multiple grade levels.
- Design and implement custom lesson plans, leading to 100% parent-reported academic improvement and enhanced student engagement.

Real Estate Agent Secretary **Oct 2024 – Dec 2024**
Sutton Group Realty Systems Inc.

- Coordinated 15+ active property listings and client showings with precision, ensuring smooth transactions and enhanced client satisfaction.
- Handled mortgage applications through CRM platforms, expediting documentation processes and strengthening client agent communication.

EDUCATION

University of Toronto, Mississauga **Sept 2023 – Present**
Honours Bachelor of Science in Computer Science and Business 3rd year of study

PROJECTS

Custom Shell Development — C, UNIX **Jan 2025 – Apr 2025**

Built a Unix-style shell supporting process forking (fork/exec), background execution, I/O redirection, and multi-argument parsing. Engineered a custom parser and dynamic memory system, optimizing stability and preventing leaks through GDB and Valgrind.

AI-Integrated Paint Application — JavaFX, Java **Sept 2024 – Dec 2024**

Designed a modular JavaFX-based paint application with undo/redo, scalable drawing tools, and AI-driven file parsing. Applied core design patterns (MVC, Factory, Observer) to ensure scalability, maintainability, and seamless feature extension.

Sokoban Game Implementation — 32-bit RISC-V Assembly **Sept 2024 – Dec 2024**

Developed a Sokoban puzzle game featuring multiplayer, portals, and unlimited undo, optimizing control flow and memory usage to maintain real-time responsiveness on constrained hardware.

TreeMap Visualizer — Python, Pygame **Jan 2024 – Apr 2024**

Built a real-time treemap GUI to dynamically visualize hierarchical data structures, leveraging recursion and OOP. Focused on an intuitive, event-driven design for efficient exploration and memory optimization.

MewbileTech Phone Company Simulation — Python **Jan 2024 – Apr 2024**

Engineered a telecommunications billing system supporting contract-based plans, usage analytics, and customer profiling. Integrated modular data structures, JSON storage, and dynamic visualization with Pygame for real-time feedback.