VANNIE KOPALAKRISHNAN

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EDUCATION

University of Toronto — Toronto, ON
Honours Bachelor of Science in Computer Science and Economics, Minor in Mathematics — *May 2021*

TECHNICAL SKILLS

Languages: Java, Python, C#, SQL, JavaScript, HTML/CSS
Frameworks: React, Node.js, JUnit, WordPress, Material-UI, REST API
Developer Tools: Git, Visual Studio, PyCharm, IntelliJ, Unity

EXPERIENCE

Teaching Assistant – CSC300 — Sept 2020 – Present
University of Toronto, Department of Computer Science — *Toronto, ON*

- Leading weekly discussions on techonology's placement in society.

Undergraduate Research Assistant — Sept 2020 – Present
University of Toronto, Department of Computer Science — *Toronto, ON*

- Developing a virtual reality game using Unity, Facebook Oculus, and C# to help refugees and Canadians visualize each other's cultural practices.
- Researching different ways to promote empathy through virtual reality immersion.

Web Developer — Sept 2020 – Present
University of Toronto Hatchery — *Toronto, ON*

- Currently providing full-stack support for a non-for-profit start-up using C#, Javascript, HTML, and CSS.

Software Engineer Intern — May 2019 – Aug 2020
Kijiji — *Toronto, ON*

- Supported the ad and user integration flow between Kijiji and its new platform, Kijiji Autos.
- Investigated the appropriate backend and frontend microservices needed to consolidate data differences between the two platforms.
- Developed and refactored microservices using Java, mySQL, and cassandra to build new data pipelines.
- Contributed to designing new software architecture by conducting spikes on different database designs.
- Led the refactoring of dealer pages on Kijiji, using React, graphQL, Java, and mySQL.

Undergraduate Research Assistant — May 2017 – Aug 2017
University of Toronto, Department of Computer Science — *Toronto, ON*

- Researched design practices within educational game development to program a video game that teaches high school students about programming logic. Used Unity and C#.
- Conducted and recorded 50 play-testing results, using the findings to update the game with significant improvements that included adding new levels, improving accessibility, and fixing 20+ bugs.

PROJECTS

Spotify Playlist Analyzer | *Python, Spotify API, NLTK library* — July 2020 – Present

- Developing a software that analyzes the sentiments of a Spotify user's playlist.

Microsoft A.I Challenge | *Software Architecture, UX research* — March 2020

- Designed a software architecture solution that leverages computer vision in order to improve retail product placement. Placed nationally in the top 40 teams.

Amazon Web Services Cloudy Day Challenge | *Product development, UX research, Figma* — March 2020

- Designed a digital storytelling app that aims to preserve and share the cultural history and heritage of immigrants and refugees living in Toronto. Placed in the top 5 teams.