Vannie Kopalakrishnan

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Education

University of Toronto

2016 – Present

Undergraduate Student, Honours Bachelor of Science

• Computer Science (major), Economics (major), 4th year

Technical Skills: Java, Python, Cassandra, SQL, Unix, Git, Jenkins, Maven, Jira, elasticsearch, Intellij platform, Kibana,

Work Experience

Software Engineer Intern

Kijiji Canada

May 2019 - Aug 2020

- Currently interning as a backend engineer intern (16 months) for Kijiji.
- Designing, developing, and testing new backend microservices to share data between Kijiji and Kijiji Autos.

Web Manager

University of Toronto, Faculty of Engineering

Oct 2018 – Feb 2019

• Contributed to the design, development, and maintenance of the new website for the NSERC/Energi Simulation Industrial Research Chair group.

Research Positions

Researcher, Canadian Undergraduate Behavioural Sciences

Sept 2019 – May 2020

- Designed and developed a game to research the effects of loss aversion.
- Git repository: https://github.com/vanniek/CUBS

Undergraduate Research Assistant and Developer

Research Opportunity Program, University of Toronto

May 2017 – Aug 2017

- Researched design practices within educational game development to program a video game using Unity and C#.
- Conducted and recorded 50 play-testing results, using the findings to redesign game mechanics with significant improvements in accessibility, and fixing 20+ bugs.

Projects

Nurture – Amazon Web Services Cloudy Day Challenge

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 for the final round.

Microsoft A.I Challenge

March 2020

• Designed an architecture solution for an app that leverages computer vision in order to help retailers make better decisions over product placement. Placed in the top 40 teams.