SATRAJIT CHATTERJEE

Computer Science And Mathematics Dual Major Student

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WORK EXPERIENCE

SRE Software Developer

RBC Royal Bank of Canada

🛗 January 2022 – April 2022

♥ Toronto, Canada

- Investigated SRE solutions to analyze data from SLI logs using supervised learning and predict error budget of on-boarded services.
- Implemented employee portfolio of internal services by generating
 GraphQL endpoints using ElasticSearch and PostgreSQL queries, with upgraded queries that improved data access time by 40%.
- Created interactive service dependency graphs in React using React
 Flow and MUI with adaptive node generation and positioning.
- Designed flow-based interactive prototypes using Figma and LucidChart and implemented them over a sprint-based Agile environment.
- Managed project deployment using containers on OpenShift and Helios.

Full-Stack Software Developer

uOttawa Engineering Outreach

May 2020 - December 2021

Q Ottawa, Canada

- Developed a frontend session management interface using Typescript,
 Angular , SCSS and Bootstrap with UI designed using Figma.
- Built REST API endpoints in Spring Boot with Java servlets and JSON schemas, tested using Postman and logged statistics using GoLang.
- Optimized testing suite with 60% reduced stack execution time, migrating tests from Selenium to Protractor and end-to-end testing to Cypress.
- Enhanced API responses by writing efficient PostgreSQL queries, speeding up endpoint services and batch calls by 90%.
- Utilized AWS services such as S3 buckets for storage and ECS for Docker deployment with continuous integration using Travis CI.

PROJECTS

Picanote - Online Learning Transcription Application

 An app to aid learning with OCR support to push images and text notes to the cloud using a REST API, paired with a mobile app to search through, view and modify existing cloud notes, with summaries using NLP.

Python

Tesseract

GCP Functions

Firebase

Flutter

KaratAl - Karate And Fitness Trainer

 Web application with posture recognition using mapping of selective realtime video frame processing, and a scoring system to train users in Karate.

OpenCV

Flask

Python

React

Express

Adobe XD

Untitled Blob Simulation - Game Design And Development

Multiplayer game on Unity with netcode to manage concurrent events.
 Pixel art assets on Adobe Photoshop were animated with accurate physics.

Unity

C#

F

Photoshop

Aseprite

Python

UDP

EDUCATION

Joint Honours BSc in Computer Science and Mathematics (3rd Year)

University Of Ottawa

CGPA: 9.0 (Equivalent to 4.0 GPA)

September 2019 - December 2023 (Expected)

Received uOttawa Chancellor's Scholarship

TECHNICAL SKILLS

Languages



Frameworks

Angular React Express Cypress

Backend

PostgreSQL GraphQL ElasticSearch
Spring Boot Apache Sling Firebase

Libraries

Numpy Scikit-learn OpenCV d3

Tools



SKILLS FROM ACADEMICS

- Software architecture, design patterns, UML
- Object oriented and dynamic programming
- Discrete structures, logic and cryptography
- Virtualization and operating systems
- Network protocols(TCP/IP, UDP, FTP, HTTP)

ORGANIZATIONS

CS Student Association

Academic Vice President

- Contributed to resolving academic issues and wrote resolutions at round-table meetings.
- Organized academic and social events like AI Workshops and Resume Roasts for students.

CERTIFICATIONS

- IBM Blockchain Essentials
- AWS Cloud Practitioner Essentials