

AJAY RAMACHANDRAN

dev@ajay.app · <https://ajay.app> · github.com/ajayyy · linkedin.com/in/ajayyy

WORK

ProntoForms | Backend Software Developer (Co-op/Intern)

May 2020 – Aug 2020, Jan 2021 – May 2021

- Worked in a team on a backend application in **Java** with **Spring Framework**
- Worked on implementing API layer used by apps on mobile devices
- Worked on frontend web portal for managing forms with JSP

PERSONAL WORK

SponsorBlock | JavaScript Browser Extension + Node.js Database Backend

July 2019 – Present (Open Source)

- Created a browser extension to skip sponsor segments of YouTube videos with over 800,000 active users
- Created a submission system for timestamps using a **Node.js** server hosting an **SQLite** database
- Created a weighted random algorithm to distribute submissions based on votes

uORocketry | C++ Flight Code, Java Ground Station

Sep 2019 – Present (Open Source)

- Created **Java** ground station dashboard showing live graphs from rocket telemetry
- Created window management system to customize graph layouts
- Work in a team on **C++** flight computer state machine to control the rocket

Lake Effect Robotics | Android App + Node.js Online Database

Sep 2016 – Apr 2019 (Open Source)

- Created an **Android application** written in **Java** to record data on other robots
- Created a central server that collected all the data using Bluetooth
- Created an online database viewing site that got real-time updates from the Bluetooth server

Planets | Java Planet Gravity Game

May 2019 – Jun 2019 (Open Source)

- Created a multiplayer planet-gravity based game allowing players to bounce off each other and planets
- Built using **Java** and **WebSockets** for its multiplayer support

Voster Coaster | VR Unity in C#

Feb 2018 – Aug 2018 (Open Source)

- Created a roller coaster building game for VR headsets in **C#** using **Unity** and **SteamVR**
- So far, the game solely supports a VR track creation system using a spline-based system allowing the user to create splines with their controllers in 3D space

EDUCATION

EXPECTED

Software

Engineering,

University of

Ottawa

2019

Specialist High

Skills Major in

Information and

Communications

Technology, KCVI

SKILLS

- **Java**
- **TypeScript**
- **C++**
- **JavaScript**
- **TCP Sockets**
- **Node.js**
- **Electron**
- **C# + Unity**
- **Python**