# SAYON KATHIRGAMANATHAN

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### SUMMARY OF SKILLS

- Languages: Python, C/C++, C#, Java, JavaScript, HTML, CSS, PHP, SQL
- Tools and Frameworks: Bootstrap, jQuery, REACT, AWS, wxPython, MySQL, Selenium, Git, Jira

## 

### Bachelor of Engineering, Electrical Engineering (CO-OP) | McMaster University

Class of 2021 | Relevant Courses GPA: 3.7

• **Relevant Courses:** Engineering Computation, Principles of Programming, Data Structures, Computer/Advanced Communication Networks



### **WORK EXPERIENCE**

#### Software Developer | Infosys Ltd.

JUNE 2022 - PRESENT

- Trained in the roles of Software Developer in Test (**Selenium**, SOAPUI, agile software development methodology, CICD) while working with **100+ other developers** as part of the Infosys Validation Solution.
- Performed functional testing using **Java** and **Selenium** to **validate 20+ modules** such as login, adding/editing payee information on Infosys's Essence Bank application.
- Produced a data driven testing solution in automating tasks such as employee details generation (salary, asset date), validation and modification of user input received from employee info data which **reduced labour time by over 50%**.

### Software Engineer Intern | BLiNQ Networks

MAY 2020 - AUGUST 2020

- Developed a desktop interface using **wxPython** which reduced the time taken to **analyze the production data of radio frequency modules by over 80%** while also displaying graphs and creating a CSV file of the compiled data.
- Constructed an interactive settings menu which allows engineers to seamlessly start testing for newly added modules by **adjusting 15+ options** for preferences such as data input, analysis, and output.
- Prepared and **presented proposals to a team of 10 engineers** consisting of various disciplines which resulted in an **over 90% increase in the detection speed of production issues**.

# PROJECTS

#### **Board Game Simulator | Python Application**

OCTOBER 2021 - FEBRUARY 2022

- Conceptualized and built a multiplayer board game simulator for **5+ popular games** by building an interface, using front-end library **wxPython**, which provides a fluid user experience.
- Implemented back-end programming concepts such as data structures, graph theory, and game theory in **Python** utilizing a model view controller design pattern to **monitor 60+ board game rules and alerts**.

### Medical Clinic Website | Web Application

APRIL 2021 - SEPTEMBER 2021

- Created a responsive landing page, based on the clinic's specifications, by using client-side programming technologies such as **Bootstrap**, **jQuery**, **JavaScript**, **HTML**, and **CSS** to achieve the desired aesthetic.
- Assembled a MySQL database which stores booking data for 300+ users, as well as an email delivery system using PHP.
- Programmed an appointment booking form which executes server-side functions when submitted, such as **inputting 20+ data points** into the database and sending a post request to access the **PHP API**.

## ··· EXTRACURRICULAR ACTIVITIES

### Electrical (Software) Team Member | McMaster Solar Car Project

#### SEPTEMBER 2017 - APRIL 2019

- Designed and manufactured electrical circuits used to **activate 12 solar cells** to power a project car.
- Collaborated with a team of 4 engineers to put together a robust monitoring and display system using Arduino.