

Sanju Sathiyamoorthy

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📁 Portfolio

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Skills

- **Frameworks:** Java (Spring Boot), Python (Django, Pandas), JavaScript (React, Next.js, Node.js), SQL/NoSQL
- **Dev Tools:** GCP, AWS, Azure DevOps, Redis, PostgreSQL, MySQL, MongoDB, Docker, Git, Jira, REST API's

Education

- University of Waterloo (Sept 2020 - April 2025)
 - Presidents Scholarship of Distinction
 - Bachelor of Applied Science – Mechatronics Engineering with Software specialization
 - DSA, OOP, OS, Databases, Distributed Computing

Experience

Software Engineer (Contract) – Happy Dad Hard Seltzer (Apr 2025 – Present)

- Spearheading backend design of a novel CRM to automate sales workflows & centralize data using **Django, Postgres & GCP**
- Architected 4 ETL pipelines (**Pandas/SQL**) to ingest daily business data, powering company-wide analytics for **100+ employees**
 - Developed stored procedures to compute critical KPI's from **10M+ data points** & optimized runtimes from **1hr to 3 mins**
 - Cached key metrics with **Redis** to instantly serve up-to-date insights, boosting sales visibility & driving MoM revenue by **3%**
- Engineered an interactive sales dashboard with **Next.js, React & Apple's MapkitJS** to visualize historic/geographic trends, replacing an inefficient 3rd party vendor app & streamlining report generation time **by 50% for 30+ sales reps.**
- Built 4 event-driven webhooks to sync app state with Shopify, Cin7 and company Gmail bot, secured via HMAC decryption
 - Setup **GCP Pub/Sub** to push inbox updates; parsed attachment data and routed to cloud buckets based on email metadata

Software Engineering Associate Intern – Citizen Care Health Solutions (May 2024 – Aug 2024)

- Enhanced cloud security by integrating Snyk scans (3rd party app) into **Azure Devops** CI/CD pipelines, detecting and mitigating 30+ open-source vulnerabilities across all **Node.js** backend services using npm.
- Reconciled key & index inconsistencies across Sequelize/Postgres schemas using Typescript & SQL to ensure data integrity.
- Developed unit tests for the authentication service using **Jest**, leveraging mock data & spies to cut manual testing by **200%**.

Software Developer Intern – OpenText (May 2022 - Aug 2022)

- Developed RESTful APIs for Spring Boot microservices using Java & implemented new parameters for JWT authentication.
- Refactored inefficient SQL queries by rewriting execution plans for critical endpoints, cutting query latencies up to 60%
- Automated 20+ end-to-end tests for the CI pipeline using **Selenium & JUnit**, reducing testing time by over **40%**.

Application Developer Intern – Teranet (Sep 2021 – Dec 2021)

- Resolved backend bugs & developed stored procedures using **Java (Spring Boot) & SQL** and deployed fixes with **Jenkins**.
- Redesigned an internal client dashboard page and implemented header-based sorting to enhance UX using **AngularJS**.

Web Developer Intern – Communitech (Jan 2021 - Apr 2021)

- Acted as sole developer on a non-profit team supporting small businesses during the pandemic, enhancing websites with HTML, CSS, and JS to improve UI and boost traffic through SEO techniques

Projects

Movie Suggestion Engine

- Deployed a full-stack AI webapp using Railway to provide personalized movie recommendations using **Flask & React**
- Developed a multi-threaded Selenium web scraper to efficiently scrape user rating history from their Letterboxd profile.
- Trained regression model with 10+ features (Bag of Words/1 hot encoding) & predicted user ratings on 20000 movie dataset

Odds Finder

- Engineered a serverless batched-data pipeline with **Python** to ingest, normalize and analyze sports betting odds using **Pandas** to find +EV/arbitrage opportunities, with scheduled execution using **AWS Lambda function**.
- Setup real time alerts for profitable bets using Amazon SES and configured **AWS CloudWatch** to monitor performance.

Insight.ai – Open AI Misinformation Hackathon

- Built a chrome extension to fact check tweets by parsing HTML and calculating a truth score with **GPT 3.5's API** using **ReactJS**.

Space Odyssey

- Developed and published an arcade shooter game with a simple physics engine using code blocks. (Click to Play)