Noah Virjee

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Objective

An ambitious developer seeking opportunities to leverage and improve technical and problem-solving skills within a collaborative environment. Eager to contribute to meaningful projects and gain professional experience.

Technical Skills

Programming Languages: Python, Java, JavaScript, C, Rust

Web Technologies: Flask, WebSockets, WebRTC, HTML, CSS

Tools and Platforms: GitHub, VSCode, PyCharm, Jupyter Notebook, Google Cloud Platform

Databases: SQL, Redis

Soft Skills: Public Speaking, Team Leadership, Event Coordination

Experience

Junior Full Stack Developer, Employment Readiness Scale Inc.   July 2022 – February 2023

- Developed a web application providing agencies with dynamic, user-friendly dashboards that display statistical insights from student assessments.
- Wrote API calls to access the data and aggregated and displayed the statistics with Python, Flask, HTML, and JavaScript.
- Sole developer for the project, reporting directly to the lead developer.
- Consulted with end users to gather requirements and feedback, ensuring the application met their needs.

Event Organizer, Recess Hacks   December 2021 – December 2022

- Organized the second iteration of Recess Hacks, a hackathon for Canadian high school students with over 100 attendees.
- Coordinated event logistics, managed participant communications, and facilitated workshops.

Education

University of British Columbia   September 2025 – April 2029

- Accepted into first-year Arts and Science, planning to specialize in Computer Science.
- Currently taking the "Science One" first year integrated science program.

Ursula Franklin Academy, Toronto, Ontario   September 2020 – June 2024

- Graduated with honors; School Valedictorian.
- **Extracurriculars & Leadership:**
  - *Model UN:* Head delegate/team lead for 2 years.
  - *DECA:* Competed in Marketing Communications, placed 3rd regionally, top 7 provincially, and qualified for the International Conference.
  - *PALS:* Assisted grade 9 transitions; organized open house and retreat; supported various school events.
  - *Peer Tutoring & Clubs:* Tutored in math, CS, and sciences; participated in Reach for the Top, Cross Country, School Play, and Tech Club.

Projects

Chess Engine

- Wrote a chess engine in Rust that can beat 1500+ ELO players.
- Optimized my own variation of the alpha-beta pruning algorithm to evaluate 6-ply deep minimax trees with minimal delay - all while running in the browser using WebAssembly.

Christmas Lights Version 2

- Developed a system to play videos on addressable Christmas tree lights by determining light positions and mapping video frames accordingly.
- Utilized a Raspberry Pi for hardware control and Python for software development.

Prom Seating Arrangement

- Created an algorithm to optimize prom seating arrangements based on social network analysis and community detection.
- Applied graph theory and modularity concepts to partition attendees into optimal groups.

Certifications and Achievements

- **CS50x Certificate:** Completed Harvard's online course on Computer Science.
- **CS50p Certificate:** Completed Harvard's online course on Python Programming.
- **CS50AI Certificate:** Completed Harvard's online course on Artificial Intelligence.

Hackathons

McHacks - Patiently   January 2025

- Developed a website to track and predict hospital wait times with neural networks.
- Won best use of Terraform.

MakeHarvard - Helping Hand   February 2025

- Made a glove that used AI object detection and language processing to guide the visually impaired.
- Won fan favorite.

MakeUofT - The Quicker Picker Upper   February 2025

- Created a 3d printed 3-axis robotic arm for garbage collection.
- Won 2nd place.

References available upon request.