

Ronak Martis

Software Developer

Phone number redacted | martisronak@gmail.com | [linkedin.com/in/ronak-martis](https://www.linkedin.com/in/ronak-martis) | github.com/RonkZeDonk
<https://me.ronkzd.xyz>

SKILLS

Languages: TypeScript, JavaScript, Golang, C, PostgreSQL, CSS/SCSS, Rust, C++, Java, Python

Frameworks: React, Node.js, Next.js, Fiber

Development Tools/Misc.: Redis, Docker, TailwindCSS, Microsoft Office, Linux, Git, VS Code, Vim

EDUCATION

University of Guelph

Bachelor of Computing, Computer Science | GPA 3.76/4.0

Guelph, ON

Sept. 2022 – Current

SOFTWARE PROJECTS

UoG Calendar | *React, TypeScript, Golang, Vite, PostgreSQL, Redis, Tailwind* github.com/RonkZeDonk/uogcal

- Utilized public API endpoints to develop and maintain calendars in a format compatible with widely used calendar applications.
- Significantly streamlined the process of inputting coursework into calendars, resulting in a 4x increase in efficiency.
- Seamlessly integrated Node.js (Vite + React) for the front end and Golang (Fiber) for the back end.
- Implemented robust security measures, leveraging OAuth and JWT tokens for secure and reliable user authentication.

Peer-to-peer Screen Share Tool | *JavaScript, Express.js, Node.js, HTML, SCSS* <https://ronkzd.xyz/stream>

- Designed and developed a user-friendly, peer-to-peer screen sharing service using Express.js and JavaScript.
- Incorporated websockets via Socket.io and Peer.js to facilitate seamless user communication and video stream processing.
- Optimized the application to function smoothly on both desktop and mobile devices.

Trello Clone | *JavaScript, HTML, CSS* <https://ronkzd.xyz/todo>

- Created a user-friendly, web-based to-do list inspired by Trello, featuring a simple and intuitive interface.
- Utilized the Local Storage API to enable client-side data persistence, allowing users to access their tasks even after closing the browser.

DSPool | *C++, devKitPro tool chain* github.com/RonkZeDonk/DSPool

- Developed a pool game for the Nintendo DS series of consoles using devKitPro, a homebrew tool chain for Nintendo consoles.
- Implemented circle-circle collision detection and response to simulate ball physics.
- Employed fixed point arithmetic to work around the absence of a floating-point unit.

EXPERIENCE

Burton Manor Long Term Care

Nursing Home Volunteer

August 2019 – March 2020

Brampton, ON

- Ran recreational events for residents, assisting with planning and execution as needed.
- Collaborated with a diverse healthcare team, including nurses, and fellow volunteers, to provide comprehensive care for residents.
- Applied problem-solving skills to address challenges in providing quality care to residents, showcasing a proactive approach to improving conditions.
- Effectively responded to dynamic changes in residents' needs within the evolving environment of a nursing home.

AWARDS AND CERTIFICATES

- Successfully completed JavaScript and HTML courses on SoloLearn
- Received multiple bursaries/scholarships from the University of Guelph totalling \$7,000
- Achieved Dean's List for all semesters with averages of 81%, 85%, 91%, and 87%