

Harsh Rajmachikar

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EDUCATION

Sheridan College

Honours Bachelor of Computer Science

Oakville, Canada

Sep. 2021 – May 2025

- Worked on an educational gardening game; Summer Garden (showcased at Level Up 2025, Toronto), integrating **Firestore** for cloud updates and asset storage, procedural biome generation, and a plant growth system in **Unity** using **C#** [Link](#)

EXPERIENCE

Freelance Software Developer

Getafix Design

Sep. 2020 – Present

Remote

- Designed and implemented a **Flask** web app for a news organization, enabling automated newsletter generation for the marketing team. [Link](#)
- Developed a **Python** desktop app to convert .png images into .plt files for QR code laser engraving, streamlining vehicle number plate production. [Link](#)
- Successfully delivered 15+ client projects, meeting expectations and deadlines.

Software Developer / Integration Engineer

Healthy Planet

Feb. 2022 – May 2025

Toronto, Canada

- Developed a data pipeline integrating AutoStore automated warehouse with Healthy Planet's ERP (**Microsoft Dynamics NAV**) and Bastian Solutions' Exacta software using **SQL**, and **LAMP** stack.
- Built **C#** unit testing tools and used a **Django** API to perform testing and troubleshooting, enhancing AutoStore reliability.
- Acted as a communication bridge and onboarded warehouse staff, ensuring smooth AutoStore adoption.

Data Analyst

Gromor Finance

Jun. 2019 – Aug. 2020

Mumbai, India

- Developed a **RESTful** API using **Python**, **Pandas**, and **Django**, accessing **MongoDB** data, used internally by the risk management department to generate client trend reports. [Link](#)
- Built interactive data visualizations using **D3.js**, accessed through **React** dashboards for client reporting and analysis.
- Contributed to team sprints with **Figma** mockups and user flow diagrams.

PROJECTS

Carrom | *gRPC, Express, Node.js, MongoDB*

- Developed a web-based tabletop game similar to billiards with room-based multiplayer.
- Implemented multiple game modes and a leaderboard system, enhancing player engagement and scalability. [Link](#)

Botch | *Google MediaPipe, Web Audio API, React, Node.js*

- Created a synthesizer controlled by hand gestures, with classical synth controls and audio effects.
- Enabled creation of multiple synthesizer instances, audio recording and exporting, improving user interaction and functionality. [Link](#)

RTS | *Python, BERT, React, Node.js*

- Built a word association game with a text message-style frontend using natural language processing and pre-existing machine learning models.
- Fine-tuned models with user input, enhancing cultural personalization and model accuracy. [Link](#)

TECHNICAL SKILLS

Languages: Python, C, C++, C#, Java, HTML, CSS, JavaScript, TypeScript, Tailwind

Frameworks: Flask, Django, React, Node, Express, p5.js

Databases: MySQL, PostgreSQL, MongoDB, DynamoDB, Firebase

DevOps: Google Cloud Console, AWS, Kubernetes, Docker, Git, Arduino

Other Software: Ableton Live, TouchDesigner, Blender, Adobe Photoshop, Premiere Pro, Unity, Unreal