

# Harshavardhan Rajmachikar

<https://www.linkedin.com/in/hvrc/>  
<https://hvrc.place>

harshrajmachikar@gmail.com

Oakville ON, Canada  
+1 289 952 9631

## EDUCATION

---

**Sheridan College, Oakville ON**  
*Honours Bachelor of Computer Science*

May 2025

## EXPERIENCE

---

**Getafix Design**  
*Freelance Software Developer*

Jan 2019 - Present  
*Remote*

- Designed and implemented a web app now used by a news organization, enabling automated generation of newsletters, reducing processing time by 50%.
- Created software to convert PNG images into PLT files for QR code laser engraving, ensuring precision in engravings for vehicle number plates.
- Successfully delivered 15+ client projects, consistently meeting client expectations and completing tasks ahead of deadlines.
- Newsletter Web App: <https://github.com/hvrc/newsletter>
- QR Codes for Laser Engraver: <https://github.com/hvrc/pngtopl>

**Gromor Finance**  
*Data Analyst Intern*

Jun 2019 - Sep 2019  
*Mumbai, India*

- Developed an API to automate the generation of loan reports, reducing manual workload.
- Managed and optimized a database with over 10,000 customer records, improving query efficiency.
- Analyzed historical loan data to create predictive models, improving loan approval accuracy.
- Conducted data analysis on loan disbursement patterns, identifying trends that helped improve loan recovery rates.
- Designed visual dashboards for executives to monitor KPIs, enhancing decision-making efficiency.
- Actively participated in daily stand-up meetings, providing data-driven insights that contributed to streamlining loan approval workflows.
- Loan Reports API: <https://github.com/hvrc/reportsapi>

**Healthy Planet**  
*Software Developer*

Feb 2022 - Present  
*Toronto, Canada*

- Contributed to a \$1.5M automated warehouse project (AutoStore) in collaboration with Bastian Solutions.
- Integrated Exacta Touch software with Healthy Planet's ERP (Microsoft Dynamics NAV) and warehouse operations, creating a robust pipeline between the ERP and the AutoStore.
- Designed tools to prepare data for test cases, enabling efficient and comprehensive software testing.
- Conducted error testing of warehouse flow to identify and resolve bottlenecks, improving overall system reliability.
- Performed stress testing of the software to ensure stability under high-load conditions.
- Provided a vital communication bridge between software and warehouse teams.
- Assisted in onboarding and training warehouse staff for AutoStore operations, ensuring a smooth transition to automation.

## PROJECTS

---

### Chemical Bond Line Structure Web App

Dec 2018 - Jan 2019

- Developed a web app that displays the bond-line structure of any compound or molecule
- Integrated backend algorithms to interpret user input and render accurate chemical diagrams.
- Used by chemistry students preparing for state board examinations, aiding in understanding and visualizing chemical structures.
- Link: <https://bunshi.ue.r.appspot.com>

### Game of Life Simulation

May 2019 - Jul 2019

- Created a web-based interactive simulation of Conway's Game of Life.
- Allowed users to interact with the simulation by controlling the step and showcasing entities like still life, oscillators, and gliders
- Link: <https://generative-380518.ue.r.appspot.com/gameoflife>

### Generative Art Project

Sep 2021 - Feb 2022

- Developed a P5.js script based on a custom physics algorithm, generating 200 unique digital images with intricate patterns and designs.
- Experimented with various generative techniques, including particle systems, noise functions, and fractals, to create diverse artistic outputs.
- Actively exploring integration of generative art with mechanical plotters, using Arduino and AxiDraw.
- Link: <https://hvrc.place/hall>

## TECHNICAL SKILLS

---

**Languages:** Python, Java, C/C++, C#, HTML, CSS, JavaScript, SQL

**Frameworks/Libraries:** Flask, Django, React, Node.js, P5.js, OpenGL, Bootstrap

**Dev Tools:** Google Cloud Console, Git, Shell, Arduino

**Other Software:** Ableton Live, TouchDesigner, Adobe Photoshop, Unity, Blender