

Monisa Letchumanan

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SUMMARY OF QUALIFICATIONS

- Technical Skills: MS Office, Google Workspace, SharePoint, Jira, Confluence, Azure DevOps, Slack
- Programming languages: SQL, C, Java, JavaFX, HCS12, Python, MATLAB, Assembly, HTML
- Software Development: MATLAB, Multisim PSpice, Quartus II, Netbeans, Linux

EDUCATION

Bachelor of Engineering in Computer Software Engineering

September 2021 - May 2026

Toronto Metropolitan University (Formerly Ryerson University)

Toronto, ON

- Relevant courses: Software Systems, Computer Programming Fundamentals, Digital Systems, Object Oriented Engineering Analysis and Design, Engineering Algorithms and Data Structures, Database Systems I.

WORK EXPERIENCE

Software Quality Assurance Analyst | Ontario Ministry of Health

Toronto, ON

May 2024 – August 2025

- Developed and executed test cases and scripts for Salesforce based on user stories to ensure software quality.
- Collaborated with development, business analysis, and success teams to review test cases, align on sprint requirements, and assisted in defining corrective actions to resolve defects.
- Documented process improvements and recommendations for enhancing product testing, including transitioning from manual to automated testing.

Quality Assurance Specialist | EmergConnect

Toronto, ON

September 2025 – Present

- Conduct functional, regression, and production testing across web and mobile platforms
- Collaborate closely with developers and product managers to identify, document, and resolve defects during deployment cycles.
- Manage environment configurations and validate builds through sanity checks across staging and production environments to ensure reliable pre-release performance.
- Provide clear and concise QA reports summarizing findings, impact, and recommendations for improvement.

PROJECTS

AI-Powered NPC Behavior Modeling in Unity | Unity, C#, ML-Agents, Reinforcement Learning

- Designed a Unity-based 3D game environment featuring adaptive NPCs trained using reinforcement learning, replacing traditional scripted behaviors with dynamic, context-aware decision-making.
- Implemented intelligent agents using Unity ML-Agents with custom observation spaces, action spaces, and reward functions to support navigation, combat engagement, survival tactics, and responsive player interaction.
- Evaluated AI-driven NPC performance against scripted NPC logic through structured gameplay testing and controlled simulations, assessing realism, adaptability, learning efficiency, and in-game responsiveness. Refined agent behavior through iterative training cycles by tuning reward parameters and policies, improving training stability, convergence speed, and decision consistency while reducing erratic or sub-optimal actions.

Moflix Telecommunication Application Project | Java, JavaFX, Scene Builder, SQL

- Led a team of 4 to design and build a telecom application using Java, JavaFX, Scene Builder, and SQL.
- Developed core Java classes for seamless SQL database connectivity and real-time data handling.
- Engineered a scalable API with 100+ components, including methods, queries, and views, ensuring modularity and maintainability.