ALAN THOMAS

acthomas2000@gmail.com | 604-716-2314

SKILLS

PROGRAMMING

LANGUAGES:
- Python • JavaScript/TypeScript
- C++ • Golang

FRAMEWORKS & DATABSES:
- PostgreSQL • MongoDB • Cucumber • Angular (TS(JS)/HTML/CSS) • React

TOOLS:
- RESTful • GraphQL • Git • AWS • DBeaver • Jenkins • Jira • CI/CD • Confluence • Agile Methodology • Adobe Suite

TRANSFERABLE

- Leadership • Team Player • Written/Verbal Communication • Creative Thinker

EDUCATION

SIMON FRASER UNIVERSITY

BSc. Computing Science
Sep 2018 - Dec 2022

COURSES

COMPUTER SCIENCE

Database Systems
Operating Systems
Data Structures and Programming
User Interface Design
Object Oriented Programming

LINKS

LINKEDIN: acthomas2000
GITHUB: Alantom10

CERTIFICATIONS

Azure Fundamentals (AZ-900)
MICROSOFT | Dec 2021

Angular
UDEMY | Jan 2021

MongoDB
UDEMY | Dec 2021

INTERESTS

- Powerlifting • Gaming
- Kinesiology • Nutritional Science
- Football (Soccer) • Art

EXPERIENCE

TSWORKS | SOFTWARE ENGINEER

Apr 2022 – Present | Burnaby, BC
- Developed and maintained **REST** APIs using **FastAPI** framework to reduce development time and improve API performance by 100%
- Implemented Unit Tests to validate 13 REST API endpoints to ensure seamless operation
- Created **PostgreSQL** queries for API development and maintained databases using DBeaver
- Developed over 10 automated tests to validate **GraphQL** APIs using Pytest
- Led a team of 5 Software Development Interns in developing REST APIs and cross-collaborated with teams across geographic locations
- Utilized Gitlab with GitFlow for code management and Gitlab CI for CI/CD

NETAPP INC. | SOFTWARE DEVELOPMENT ENGINEER IN TEST

May 2021 – Dec 2021 | Vancouver, BC
- Worked on testing NetApp StorageGRID's AWS S3 tiering functionality to Google Cloud Storage. Fixed over 15 bugs and improved software quality by 20%
- Performed manual testing on features using Black box and White box testing techniques
- Used Mantis Bug Tracker to track and test over 30 bug fixes
- Worked on UI and API automation testing using **Ruby** and **Cucumber** testing frameworks
- Ran performance load tests for Release Reliability Testing (RRT) using s3tester

THE SOFTWARE WORKS INC. | SOFTWARE ENGINEERING INTERN

Mar 2020 – April 2021 | Vancouver, BC
- Developed static and dynamic web pages using **Angular** 10. Adopted modern service and component architectures
- Adopted and integrated modern UI architectures using Material Design. Created npm package libraries of required tools through Angular 10 and Material Design to streamline website development
- Developed and Integrated UI components that are multi-browser compatible and mobile responsive with Restful APIs
- Wireframed website prototypes using **Adobe XD** and **Adobe Illustrator**

PROJECTS

REVERSI WITH MONTE CARLO TREE SEARCH | ARTIFICIAL INTELLIGENCE SURVEY

May 2020 – Aug 2020 | SFU Burnaby, BC
- Used C++ to create an interactable AI controlled game of reversi by implementing the Monte Carlo Tree Search algorithm to find the best movements for the AI to win the game against a player
- Implemented two versions of the AI algorithm with the second having a heuristic algorithm to create a higher winning chance over the former algorithm

RESTAURANT INSPECTION APP | INTRODUCTION TO SOFTWARE ENGINEERING

May 2020 – Aug 2020 | SFU Burnaby, BC
- Developed an app using Java and Android Studio for reviewing Restaurant inspection reports through an agile development process in collaboration with three other students
- Led the development process through efficient delegation of tasks and setting clear, concise objectives
- Created UI icons for the app using Adobe Photoshop
- Tested logical operation of modules by writing exhaustive JUnit 4 test cases to ensure the correct operation of classes