

SKILLS SUMMARY

- Professional experience prototyping, profiling and seeing projects through conception to completion
- Friendly, confident, out-going and reliable; embraces challenge
- Working experience with C++, C#, C++/CLI, Java, Delphi, Flex, Perl, CSS
- Hobby and academic experience with Arduino, Teensy, soldering, ARM, VHDL, Verilog, Assembly
- Experienced using Adobe Photoshop, Adobe Premiere, Corel Draw and discussing designs with customers

WORK EXPERIENCE

Code Connect

Co-founder

Jan '14 - present

Waterloo, ON

- Extends Microsoft Visual Studio; builds a code exploration developer tool using C# Roslyn compiler.
- Develops an application using MVVM and async patterns, WPF commanding and XAML front end.
- Works with websites and databases deployed on Amazon EC2 and Azure instances.
- Takes and edits promotional videos. Designs promotional material, logos and business cards.

Amazon.com

Software Development Engineering intern

Sept - Dec '13

Seattle, WA

- Developed a feature prototype that changes behavior of the ordering pipeline
- Designed new user interfaces and evaluated their usage patterns using paper prototypes and HTML models
- Upholds highest security standards to ensure correct customer billing and no purchases of disallowed items

Sandvine

Software Engineering Co-op

Sept - Dec '12

Waterloo, ON

- Developed an ActionScript framework for exporting spreadsheets from third party Flex components
- Contributed to development of a code editor and associated parser using JavaCC
- Effectively worked with geographically distributed teams under tight deadlines during product release

Schlumberger Information Solutions

Software Engineer

Jan - Apr '12

Stavanger, Norway

- Designed and developed in WPF an interface to control lights in three dimensions (Patent US20120254781)
- Created and implemented a novel approach to visualization of seismic data (Patent US20130235696), allowing for higher quality, fully interactive and real time rendering of geologic sequences in 3D
- Built prototypes for novel input methods
- Worked on projects from inception to commercialization, gaining exposure to the domain of geophysics

Schlumberger Water Services

Software Developer

May - Aug '11

Waterloo, ON

- Redesigned and implemented user interface for improved user experience of a commercial application
- Investigated numerous bottlenecks in the code and optimized application's performance

EDUCATION

University of Waterloo

September '09 – April '14

Bachelor of Applied Science, Honors **Computer Engineering** with **cognitive science minor** and distinction.

Relevant courses: Operating systems, Computer architecture, Compilers, Database systems, Adaptive algorithms, Intro to linguistics, Cognitive processes, Intro to cognitive science, User centered design methods

PROJECTS

Aurora, Philips Ambilight clone - [video at http://amadeusw.com](http://amadeusw.com) 2013

- Designed, assembled and programmed a lighting system casting realtime colors from the computer screen
- Wrote GUI and I/O in C# and image processing algorithm in C++/CLI
- Built with a custom-cut and drilled sheet of acrylic; Driven by an Arduino
- Managed task tracking, version control and continuous integration using TFS

YouDJ 2013

- Developed Windows 8 app that manages playlists and smoothly transitions between YouTube songs.
- Won the Microsoft Hackaton at Canadian Undergraduate Software Engineering Conference.

International Phonetic Alphabet tool - <http://tiny.cc/2ipa/> 2013

- Developed a JavaScript web tool to help produce characters of phonetic language for the linguistics class.

OpenTTD, contributions to an open source strategic game - <http://openttd.org/> 2006

- Worked on features and bug fixes for the main code branch.
- Gained exposure to revision control and code review process.

INTERESTS

- Rock climbing, reading, cooking, playing volleyball and snowboarding
- Human cognition and learning, and their applications in computer science
- Design, art, following hardware and software projects around the world
- Video game modifications – created mods for Jedi Knight, a Quake III engine based game:
Engine (C code) changes for more dynamic action, and several maps using a 3D level editor GtkRadiant

Please feel free to contact me at hello@amadeusw.com

Visit my LinkedIn profile for unabridged work experience at <http://ca.linkedin.com/in/amadeusamadeus/>