

github.com/asymons
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Alessio Symons

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Education

University of Waterloo (Sept 2016 – 2021) Bachelor of Computer Science

Skills

Languages: Java, Javascript, HTML, CSS/SASS, Typescript, Kotlin, C, C++

Other: React, Redux, GraphQL, Node.js, SQL, NoSQL, Git

Experience

Software Engineering Intern

Jan – Apr 2018

Connected

Toronto, Ontario

- Engineered a logistics portal using React, Oracle SQL and Spring Boot (Java)
- Managed caching and reduced required storage from 3700KB to 1200KB
- Implemented and refactored major components by adding pagination, infinite scrolling, higher order components and visualized over 100,000 data points

Developer Intern

May – Aug 2017

Toronto Dominion Bank (TD)

Kitchener, Ontario

- Developed Android apps to project and compute financial data using Java and Kotlin
- Built a real-time chat service and enabled cross-platform functionality with another team
- Configured the user onboarding process which visualized financial projections up to 30 years

Software Engineering Intern

Sept – Dec 2016

Soundscape Engineering

Windsor, Ontario

- Displayed real-time vibration sensor data using d3.js with Node.js and MySQL
- Optimized frontend graphing by asynchronously loading data to reduce load times from 4s to 1s
- Decreased backend load time from 15s to 2s by grouping data and removing noise

Projects

Interview Tracker (interviewtracker.ca)

- Designed and developed a website using React to track job application statuses, organize recruiter information and schedule interviews
- Integrated Google Calendar, Google Maps, a Geocoder and adding recruiters from csv files

RuneLite (runelite.net)

- Developed a buy limit feature on the client in Java accessible to over 720,000 clients that runs the MMORPG Runescape
- Implemented a complex timer for the in-game exchange that monitors user buy limits

VM (vim clone)

- Created a vim clone with over 40 commands in C++ and included syntax highlighting and history
- Configured a test suite for all commands, multipliers, compositions and syntax highlighting

1v1memid (League of Legends Matchmaking)

- Built a web app in React, Node.JS, GraphQL and MongoDB to match players for a game mode
- Powered matchmaking with my npm module simple-matchmaker (with elo-based matchmaking) to pair users and place them in a game room with real-time chat in under 1s