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Alessio Symons

Education

Bachelor of Computer Science
University of Waterloo

Sept 2016 – Apr 2021
GPA: 3.0/4.0

Skills

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

Other: React, Redux, GraphQL, Node.js, Express, SQL, NoSQL, Git, Unix/Linux

Experience

Software Developer Intern

Sept 2018 – Dec 2018

D2L

Toronto, Ontario

- Reduced course generation time by 22% by asynchronously authenticating a collection of users
- Built an Express RESTful API which generated data from users and school courses in $O(n)$ time
- Introduced a cache using React and Redux which decreased frontend latency by 58%
- Modified a study tool by adding NLP in Python which improved content generation by 74%

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 by 308%
- 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 Developer Intern

Sept 2015 – Jan 2017

Canadian Bamboo

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) – Open Source Interview Tracking

- Designed and developed a website using React to track job application statuses, organize recruiter information and schedule interviews
- Integrated Google Calendar API and Google Maps API to sync schedules to a Google account

Runelite (runelite.net) – Open Source MMORPG Game Client

- Developed a trade monitoring feature for 55,000 active players on a game client in Java
- Conducted peer reviews to validate other users' code contributions for best practices

Picky (github.com/pickyapp) – Social Network Game Backend

- Used RESTful architecture with Node.js and Express to manage game state and friends
- Leveraged OAuth2.0 for Google Authentication and utilized JWTs for authorization

Second Chance (second-chance-host.herokuapp.com) – eCommerce Store From Scratch

- Developed an eCommerce site with React and Node.js for local bakeries to sell clearance items
- Implemented secure PCI compliant online payments with order tracking by utilizing Stripe API