








Ierrance Niechcioi

Work Experience

Remind

- (Co-op evaluations: Outstanding/Excellent)
- Replaced a prototype chat backend with a chat micro-service, to separate chat performance concerns from the main API
- Rewrote the web dashboard using React for feature parity with the mobile clients
- Updated SMS copy to be more user-friendly and clear, resulting in the largest increase in SMS users installing the app in years
- Consolidated old cross-platform prompt systems into a flexible, easy-to-extend system that's been adopted by other teams successfully

 tniechcio@gmail.com
 github.com/tniechcio
 [linkedin.com/company/remind](#)
 [stackoverflow.com/questions/ask](#)
 Jan. 2015 - Aug. 2015, May 2016 - Aug.
 Ruby, Go, JavaScript, Java
 Rails, DjangoDB, React.js, Android

A Thinking Ape

- (Co-op evaluations: Excellent/Excellent)
- Developed the iOS frontend of a prototype poker app focusing on playing with friends, which eventually became [Dinosauce Poker](#)
- Created and improved analytics tools on the metrics team in order for them to filter information faster and be able to see a user age breakdown for specific days
- Developed frontend features for a 3D racing game on Android, including an interactive map, and the movement/drift animation for the cars using GLES 2.0

 [atishaynaga.com/about](#)
 Vancouver
 May 2013 - Aug. 2013, Jan. 2014 - Aug.
 Objective C, Python, JavaScript, Java
 iOS, Django, Android, GLES 2.0

Personal Projects


Geometry Wars Clone

- Created a clone of the Xbox Live Arcade game Geometry Wars to learn how to implement effects like the deformable grid, and bloom
- Particles are simulated on the GPU to have hundreds of thousands without slowdown
- The deformable grid is also simulated on the GPU but is affected by ships and bullets
- The dynamic music system plays more intense music when there's more enemies

 [eat.sleep.build/Projects/GeoWarsClone](#)
 [github.com/eat-sleep-build/CFQM](#)
 Sept. 2013 - Dec. 2013
 Scala
 LWJGL, OpenGL, GPGPU

ATA Co-op Hackathon Game

- Created a 2D multiplayer deathmatch platformer for a 48-hour hackathon at A Thinking Ape with two other programmers, and two artists
- Added the ability for players to phase through walls to add variety to the combat
- Responsible for movement and level collision, and graphical effects like bullet trails and the desaturation effect when phasing through walls

 [eat.sleep.build/Projects/ATAHackathonGame](#)
 [github.com/eat-sleep-build/ATAHackathonGame](#)
 A weekend in April 2014
 Java
 libGDX, OpenGL

Deferred Renderer with SSAO

- Created a tech demo to learn how to implement some modern graphics techniques
- Implemented normal mapping and specular mapping to make walls look more detailed
- Implemented deferred rendering to efficiently render many lights
- Used depth information from the deferred rendering process to create a screen space approximation of ambient occlusion, to have light falloff more realistically in corners

 [eat.sleep.build/Projects/DeferredRenderer](#)
 Sept. 2014 - Dec. 2014
 Scala
 LWJGL, OpenGL

eat.sleep.build

- Created a Haskell webapp running on top of lighttpd
- Created an HTML DSL using monads to programmatically compose HTML
- Built from a "Hello World" Haskell application into a full website to better understand how other frameworks like Django and Rails work

 [eat.sleep.build](#)
 Nov. 2012 - present
 Haskell
 lighttpd

School

Computer Science student at the University of Waterloo — Expected graduation: August 2017