

Cristian David

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EDUCATION

UNIVERSITY OF WATERLOO
BACHELOR OF COMPUTER SCIENCE
SOFTWARE ENGINEERING MINOR
Expected Completion: May 2019

LINKS

Personal Site: // [crdavid](#)
LinkedIn:// [cristiandavid](#)
Github:// [CristianD1](#)
StackOverflow:// [CristianD](#)
Quora:// [Cristian-David-8](#)

SKILLS

PROGRAMMING

Most Proficient:

Java • C • C++ • Racket • Python
Javascript • J-Query • Unix Shell
MySQL • PHP • MS-Access • ASP
HTML • CSS • Sass

Currently Learning:

Meteor • Ruby on Rails

HOBBIES/INTERESTS

ARTIFICIAL INTELLIGENCE

- Neural Networks
- Machine Learning

VIRTUAL REALITY

- Oculus Rift (DK2)

ALGORITHMS

- Multiplayer game server structure
- Heavy Light Decomposition
- Path finding

EXPERIENCE

SONY | PLAYSTATION NETWORK APPLICATION DEVELOPER

Jan 2016 – April 2016 | Toronto, ON

- Currently undertaking the task of creating a massive script hook that allows for dynamic regression testing with a pre-defined series of tests for all aspects of the PlayStation network.

SCOTIABANK - GBM | WEBSITE APPLICATION DEVELOPER

Sept 2015 – Dec 2015 | Toronto, ON

- Developed an intelligent multi-dataset search engine for all employees using table indexing methods and one-to-many architecture.
- Programmed a batch search that allows for upload of csv/excel or mass paste of entries to be filled in with required data using custom search engine.
- Built a custom created javascript based parsing of csv, excel, xml, and txt files without the use of any server-side code.
- Designed an intricate use of hierarchical data (ex: companies and their sub-divisions) to be displayed in a tree format that is search-able and communicates with other hierarchies to show only relevant results.

TAKINGITGLOBAL | WEBSITE DEVELOPER

May 2013 – May 2014 | Toronto, ON

- Self-taught XML file manipulation to create XML Feed Crawlers for server-side data fill.
- Designed and developed my first search engine that uses lazy-loading (pagination form) and dynamically generates profiles for result preview.
- Discovered and fixed numerous server/client-side errors and security flaws.
- Built administrative tools for various user and blog-based editing.
- Created a blog-based system for students to upload and share projects. Included like/favorite systems.

SIDE PROJECTS

OOP AND FUNCTIONAL PROGRAMMING | ALGORITHMS

- Javascript - Image Edge Detection with custom implemented canny edge detection and a variety of extra image manipulation features.
- Javascript - AI Simulation with basic aggressive/passive personalities in a minimalistic design to represent rudimentary social interactions.
- Java - vector-based asteroids game that is entirely dynamically generated with 'intelligent' asteroids and shop system.
- Java - Mandelbrot set generator using custom gui algorithms to zoom infinitely with no lag.
- C++ - Paragraph scanner that uses a Trie-Node data type and an online dictionary to suggest spelling corrections.

EVENTS AND ACHIEVEMENTS

2014	Top 3/24	Startup Weekend (Group Leader)
2013	Top 25/500	Canadian Computing Competition
2010 to 2012	Various	Top Coder
2009 to now	Various	Code Chef