Dmitry Tokarev

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Education

York University 2018
Honours BSc, Computer Science

Employment

E-Tech Jan 2019 – Current

Database/Technical Administrator

- iMIS installations, upgrades and general consulting.
- Wrote published articles on iMIS and Windows administration.
- SQL queries for MS SQL Server database maintenance and database administration.
- PHP CRUD website connected to MariaDB with encryption for sensitive data and LDAP authentication, composer for PHP librarys.
- General troubleshooting and administration for Windows Server and Linux operating systems.
- PowerShell and Python scripts to automate work in the Windows environment.

Projects

Online Bookmarks, January 2021
React/NodeJS/MongoDB website to login, store and share online bookmarks. Can follow other others to view their bookmarks. Hosted on Github pages, Heroku and MongoDB atlas.

WebChatApp, March 2020
Real time web chat application running on a NodeJS web server. Using SocketIO sockets to create connection between client and server to serve chat messages to every client connected to the server. HTML and CSS front end.

CountryWeatherInfo, November 2019
Weather display application built with React JavaScript Framework, NodeJs using Rest API to get real time weather information from OpenWeatherMap.

BouncyBalls, August 2019
Physics simulation demonstration built using JavaScript. Using a game loop, implements physics based collisions, and energy calculations related to kinetic energy, thermal energy, friction and heat dissipation. Implemented object collision detection between circles and concave and convex polygons.

Finely, March 2018
A student budgeting application for Android. Worked together with a team to plan and design the application. Was responsible for data persistence and storage. Used Room Persistence Library to store the budget the user would input. Published on Google Play Store.

Computer Graphics Assignment, April 2018
OpenGL application that renders a realistic sky simulation using fragment shaders. Including various light sources, cubemaps, reflections, a model with a texture map, and basic animations. Modifiable game loop that can be tied to the frame rate.

Machine Learning Assignment, April 2017
Pattern recognition done on a data set of human faces along with a few non-human faces. Performed principle component analysis to identify various facial features that distinguish one individual from another.