DANE WANKE

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Education

Bachelor of Computer Science

Finished courseload, graduating in 2024

University of Manitoba, **GPA of 4.28/4.5** in relevant courses:

 Software Engineering, Distributed Systems, Networks, Advanced Algorithm Analysis and Data Structures, Human Computer Interfaces, Database Implementations, Server Management, Artificial Intelligence

Skills

Competencies: Resilience, Emotional Intelligence, Bilingual Communication, Organization, Thoroughness

Languages: JavaScript, TypeScript, PHP, HTML, CSS, SQL, Java, Python, C++, C, Go

Technologies: Git, Angular, React, Vue, SCSS, Node, Apache, Flask, Express, Postgres, Redis, Cassandra, PLpgSQL, Linux,

Docker, Kubernetes, OpenCV, Scikit, GeoPandas, Ruby on Rails, Photoshop, Google Cloud, Jest, Nose2

Professional Experience

Student Software Developer – Canadian Grain Commission

2023

- Received a standing ovation for exceeding project expectations with nearly 80,000 lines of code, responsible for:
 - A Linux-based Docker Swarm environment curated for big data
 - Multi-threaded ETL scripts for data collection, processing, and seamless future updates from diverse sources
 - Machine Learning model builder notebooks to facilitate predictions and feature importance analysis
 - o Documentation that clearly explains and explores steps to follow, data, algorithms and decisions made
- Led weekly standups for sprint planning, peer review and team building in addition to biweekly progress meetings
 with government stakeholders using documents sent in advance to support discussions and decision making that
 set new standards for future teams
- Setup GitHub Actions for CI/CD pipelines, automating testing, type checking, and linting processes to enhance code quality and increase development efficiency

IT and Receivables – Westwood Dental

2018 - 2020

- Achieved consistent recognition as the top performer in receivables management
- Elevated company visibility by collaborating with third-party vendors and implementing effective search engine optimization strategies, increasing online presence and patient acquisition
- Spearheaded hardware and procedural improvements that accelerated the receivables process by 97%, thus
 enabling successful collections from previously challenging accounts due to time constraints
- Solely commanded the front desk during peak hours, maintaining a flawless record with 0 patient complaints

Projects

Door Unlocker - Arduino mechanism that opens doors | TypeScript | SCSS | Angular | Express | Postgres | Docker | 2023

- Designed and developed a full-stack application with responsive frontend and advanced backend features, including authentication, authorization, session management, and logging, to ensure robust security
- Implemented a 3-layer architecture and utilized design patterns for structural enhancement
- Optimized system scalability through dynamically resizing database pools and efficient resource allocation
- Maximized concurrency by implementing an asynchronous promise-based producer-consumer task queue
- Successfully delivered the project from start to finish within a 7-day development period

M.O.B – Authentication using MapReduce and Eigenfaces | Python | Flask | React | Kubernetes | Google Cloud | 2023

- Collaboratively developed full stack biometric authentication system using Principal Component Analysis
- Improved system scaling by partitioning data into multiple dedicated databases which sped up requests by 50%
- Devised a robust API in the back-end using Flask, providing efficient data access and management capabilities
- Created a user-friendly front-end using React and JavaScript that supports real time video and file uploads
- Successfully conducted cloud-based testing to ensure reliability and performance under high traffic conditions

Digi Menu – Experimental digital menu with comparing capabilities

| JavaScript | React | 2022

Proven successful in team-building, pair programming sessions, networking and building connections

- Iteratively prototyped a novel menu concept with an emphasis on user experience (UX) using MoSCoW prioritization, IDEO methodologies, user journeys story boarding, user feedback, heuristic and usability testing
- Prioritized learnability, utility, and adaptability through thoughtful and highly configurable front end design

EaTEN – Android application for meal planning and calorie countin | Java | HSQL | Junit5 | Mockito | Expresso | 2022

- Collaborated within a team, following agile methodologies and short development iterations to stay on track
- Wrote extensive testing that nearly tripled production code with 100% coverage in unit, integration, acceptance and usability testing that caught many bugs and prompted efficient code refactors during development

Grocery Bot – Automated price comparison web service | Vue | SCSS | JavaScript | Postgres | Scrapy | Present

- Implemented a 3NF and BCNF normalized relational database to store metadata, store, and product data
- Applied OpenStreetMap's API with dynamic store markers to create an intuitive user interface for cost-effective shopping that factors in savings, quantities, product costs, store locations and defined shopping strategies based on the traveling salesman problem
- Formulated an API in the back end using Express that provides data access and management capabilities
- In progress: implementing generalized Scrapy bots to extract data from a variety of data sources

Project Y – Wearable display shirt that lights up according to audio frequency| C++ | CMake | Catch2 |2022Handler – Enables gesture recognition allowing users to control computers with their hands| Python |2023Console Chat – Creates and manages chat rooms using TCP/UDP sockets| Node |2022

Other Work Experience

Piano Teacher/Accompanist - Self Employed

2012 - Present

- Achieved sustained growth solely through referrals and recommendations based on efforts and expertise
- Adoption of emotional intelligence, patience and energy to create conducive learning environments for students
- Regular engagement with clients to gage satisfaction and adjust services as per their needs which has resulted in overwhelmingly positive customer experiences

Bartender/Server - Santa Maria

2021

- Exceled in demanding 12+ hour shifts during COVID-19 under frequent short-staffing conditions
- Built rapport with customers, resulting in heightened customer satisfaction and increased customer loyalty
- Efficiently swapped between customer service, order recording, food preparation, bartending, serving, and support roles throughout shifts as needed for quick delivery and smooth operations in a fast-paced environment
- Accomplished a high rate of upselling, contributing significantly to increased sales and restaurant revenue

Host/Server – SMITH Restaurant

2019 - 2020

- Built rapport with customers, resulting in heightened customer satisfaction and increased customer loyalty
- Efficiently swapped between customer service, hosting, order recording, serving, room service delivery and support roles throughout shifts as needed for quick delivery and smooth operations in a fast-paced environment
- Accomplished a high rate of upselling, contributing significantly to increased sales and restaurant revenue

Host/Server - Rec Room

2019 – 2020

- Built rapport with customers, resulting in heightened customer satisfaction and increased customer loyalty
- Efficiently swapped between customer service, hosting, order recording, serving, floor operations and support roles throughout shifts as needed to ensure quick delivery and smooth operations in a fast-paced environment
- Accomplished a high rate of upselling, contributing significantly to increased sales and restaurant revenue

Probations STEP student – Government of Canada

2016 - 2017

- Submitted and amended court orders, client records and court documents in CCAIN and COMS systems
- Acted as front desk receptionist during public hours, taking phone inquiries, assisting the public as appropriate

Barista - Starbucks

2016 - 2017

Built rapport with customers, resulting in heightened customer satisfaction and increased customer loyalty

Interests

Programming, Music, Video Games, Graphic Design, 3D Printing, Skiing, Fishing and Bartending