Devon Miller-Junk

Computer Engineering

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Skills

Languages: TypeScript, JavaScript, HTML, SCSS, SQL, C++, C, Python, Java

Tools: Node, React, Express, Bootstrap, REST, GraphQL, Google Analytics, Puppeteer, Jest, Git

Databases: Elasticsearch, MongoDB, Postgres, Redis

DevOps: AWS, Azure, Docker, CI/CD, Heroku

Time Management skills developed by being a Varsity Athlete on the Waterloo Swim team (17+ hours/week) while maintaining excellent academic standing

Communication expertise in creating and maintaining technical documentation

Problem Solving capabilities from years competing in math and programming competitions

Experience

Full-Stack Developer at LCBOnext LCBO — Jan – April 2020

- Created a custom Self-Checkout Counter to reduce contact during Covid-19 using the Square Point of Sale API

- Programmed a challenge reporting PWA in TS and React configured with role-based access control from Auth0

- Created and managed implementation of an API for the piloting of Electronic Bin Tag tags in retail stores, written in TypeScript and Express, using Elasticsearch in combination with a Redis cache

- Set up and monitored Google Analytics and Google Tag Manager to add data-based recommendations and services to existing applications

- Configured and controlled cloud deployments and architecture with Docker, Azure Pipelines and Azure Services

Software Engineer at Doorr — May - Dec 2019

- Designed and implemented serverless administration portal in TypeScript, reducing time spent on client requests and provided statistics and usage rates essential for the business

- Developed AWS Lambda to automatically test the platform with Puppeteer and Jest, sped up testing by 50%+

- Expanded upon and fixed 3rd party mortgage application submission tool written in TypeScript and Puppeteer essential for the daily use of the platform, decreasing the amount of errors by 60%

Projects

Event.io — Typescript, React

- Designed and created a full-stack app using MongoDB Atlas to support the creation and sharing of get togethers

- Used geofences to create an alert and access system to the event for the guest when they arrive

Raspberry Pi Debugging Tool — C++

- Developed a Raspberry Pi evaluation tool to decrease testing time of projects/labs in programming courses

- Designed and created a state-machine based pseudocode interpreter for user control and design of testing scripts

Nowhere to Go — Python

- Used the Pygame Library to create a 2-player strategy game (with AI) centered around trapping your opponent

Hearts — Java

- Created a computer version of the card game Hearts with the multiplayer, AI, and score tracking using JavaFX

Education

- University of Waterloo: Candidate for Computer Engineering Bachelor of Applied Science (2018-2023)

- Term Dean’s Honours List every term, 3.98 GPA and Rank 2 in my class