Devon Miller-Junk

3rd Year Computer Engineering

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SKILLS

Languages: Golang, TS/JS, C#, HTML, CSS/SASS, SQL, C/C++, Python, Java

Tools: AWS, Azure, Docker, Kubernetes, Terraform, Postgres, Redis, Elasticsearch, Mongo, Vue, React, GraphQL

EXPERIENCE

Backend Developer, *Spatial* — Apr - Aug 2021

- Designed and implemented video ingestion and processing flow to support modern video codecs and enable bandwidth-adaptive HLS video streaming in Golang for collaborative AR/VR environments

- Refactored payment processing flows to support tiered payments structures and multi-platform payments in Unity

- Created 3D:2D translation for Miro integrations in 3D AR/VR Environments with Golang and Polymer

Software Engineer, *Finastra/Doorr* — Aug - Dec 2020

- Had a lead role on the Admin Portal team: controlled releases, feature development, road mapping, and prioritization which contributed to Finastra, a multi-billion-dollar fin-tech giant, acquiring Doorr

- Designed new account registration and creation flow with AWS Cognito for the fast and secure integration of over 17,000 broker accounts to the platform

- Created a Metrics Tracking Library to monitor the status and uptime of large scale serverless systems

Full-Stack Developer, *LCBOnext* — Jan - Apr 2020

- Developed a GraphQL API for the piloting of Electronic Bin Tags in retail stores across Ontario using Azure Functions for an ETL service combined with Elasticsearch and Redis for fast querying

- Set up user analytics system using Google Analytics and Google Tag Manager to add data-based recommendations and services to our product recommendation applications

- Created a custom Self-Checkout Counter to reduce contact in stores during COVID-19 using the Square PoS API

Software Engineer, *Doorr* — May - Dec 2019

- Developed serverless application testing architecture to automatically evaluate the platform with Puppeteer and Jest, reducing pre-release testing by upwards of 50%

- Refactored 3rd party mortgage application submission tool, reducing the frequency of errors by 83% and Lambda invocation duration by 40%

- Designed and implemented a serverless administration portal that reduced time spent on client requests and provided essential business metrics

PROJECTS

Nowhere to Go — Python

- Created a two-player strategy game in PyGame combined with an AI using the minimax algorithm for individual play

- Used Dijkstra's algorithm for optimal pathfinding in a shifting hexagonal grid maze

EDUCATION

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

- Term Dean's Honours List, 3.95 GPA, Academic All Canadian

- Swim Breaststroke and Freestyle on the Waterloo Varsity Swim Team, Fundraising Manager on the team