

Dylan Batista-Moniz

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Education

Polytechnique Montréal

BS Software Engineering

2018 - May 2023 | Montreal, QC

Noteworthy classes taken: Data Structures & Sorting Algorithms, File Systems & Databases, Computer Networking

Technical Skills

Python3 ■■■■□ JavaScript ■■■■□ Ruby ■■■■□ C++ ■■■■□ Java ■■■■□ Angular ■■■■□
Rails ■■■■□ Node.js ■■■■□ Express.js ■■■■□ MongoDB ■■■■□ Git ■■■■□ Linux ■■■■□
Agile (Scrum) ■■■■□ DevOps ■■■■□

Experience

Bell Canada

Software Automation Engineer Intern

September 2020 – September 2021 | Montreal, QC

Automated various tests using the Selenium framework & Appium automation tool. Worked closely with Network Engineers, Network Architects, Embedded System Developers & Cybersecurity Engineers in an Agile work environment.

In charge of:

- Automating tests that were previously done manually on smart devices.
Skills used: Selenium ○ Appium ○ Ruby
Value: Automated ~96 work hours per week.
- Developing a RESTful API in charge of transmitting documents from dockerized environments to remote servers.
Skills used: JavaScript ○ NodeJS ○ Express
- Developing a data visualization tool able to collect JSON documents from a MongoDB database and to generate graphs from those documents. DevOps practices were implemented during this tool's development.
Skills used: Python
Value: Automated ~16 work hours per week.
- Designing and implementing a flexible schema for a MongoDB database. The schema allowed the database to be used as both a relational and a non-relational database.
- Training new interns and creating a "New intern kit" document to allow future interns to easily adapt to the tools developed and used by the team.

Projects

Yawn Cam

Concordia's ConUHacks V

January 2020

As a team, developed a face tracking tool that recognizes when the user is tired. When a certain level of tiredness is reached, the tool triggers a notification suggesting a coffee break to the user.

Developed using: Python ○ OpenCV

Tron Game A.I.

PolyHx's LHGames

February 2019

Developed a state machine that was integrated into a Tron-like game. The implemented code controlled an A.I. player that was fought against machines built by other teams.

Developed using: Java