Dylan Batista-Moniz

(514) 632-0509 | dylan.batista-moniz@polymtl.ca | linkedin.com/in/dylan-bm

Education

Polytechnique Montréal

BS Software Engineering

2018-2023 | 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