# Dylan Batista-Moniz

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## Education

**Polytechnique Montréal**

BS Software Engineering – 2.8 GPA

2018-2023 | Montreal, QC

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

## Technical Skills

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|---|---|---|---|---|---|---|---|---|---|---|---|
| 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