Eddy **Ionescu**

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Education

University of Waterloo   *September 2015 - May 2020*
BACHELOR OF COMPUTER SCIENCE (CO-OP)
- CS246 Object-Oriented Programming - C++, Bash, Git, and Design-Patterns
- CS245 Logic and Computation (Enriched) - Built a Proof Assistant in Racket (Scheme) based on Intuitionistic Propositional Logic

Experience

UGO Wallet / TD Bank   *Toronto, Canada*
ANDROID DEVELOPER   *May 2016 - August 2016*
  Android
- Created an Android library that allows other apps to use UGO's loyalty/gift cards functionality/UI and integrated it into the TD App
- Implemented location-based feature that showed cards relevant to nearby merchants
- Initiated transition to Material Design by integrating AppCompat into the existing app, adding various Material-exclusive features, and presenting it at the biweekly developer huddle.
- Implemented MixPanel Analytics events for various projects as to assist business analytics and customer care.

  iOS
- Improved navigation and usability by replacing the hamburger menu with tabs *(Objective-C)*.
- Implemented and tested various fraud-analysis REST APIs *(Swift)*.

  Build Automation
- Implemented a Multi-Branch CI Pipeline in Jenkins that interfaced with Gitblit, JIRA, and HockeyApp *(Groovy, Bash and Python)*.
- Coordinated transition to automated builds by asking for feedback and requirements from team-leaders in development and QA.

KMH Cardiology & Diagnostic Centres   *Toronto, Canada*
MOBILE APPLICATION DEVELOPER   *July 2015 - August 2015*
  Xamarin (C# and XAML in Visual Studio)
- Created two Android and iOS apps: one for referring physicians and another one for patients (iRefer KMH and KMH Labs)
- Created local SQLite database that stores and retrieves submitted forms using LINQ and SQL
- Collaborated with staff from Marketing and IT to discuss requirements and receive feedback

Extracurriculars

Sentima   *Ongoing Side-Project*
FB MESSENGER CHATBOT THAT PLAYS SONGS BASED ON THE USER'S DESIRED MOOD   *Sept. 2016 - PRESENT*
- Back-end on AWS processes user-input and generates an intent-URI, which tells Sentimize what songs to play

Sentimize   *Ongoing Side-Project*
LETS PEOPLE SORT THEIR LOCAL MUSIC BASED ON HOW THEY WANT TO FEEL   *May. 2016 - PRESENT*
- Analyzes the key, tempo, and pitch of songs as to predict their moods (C++, NDK, and Superpowered SDK)
- Made in Android Studio and with Material Design. Published on Google Play

Don Mills Open Programming Contest Problem-Setter   *Don Mills Collegiate Institute*
DON MILLS ONLINE JUDGE   *Sep. 2014 - June. 2015*
- Wrote algorithmic problems (graph-search, sorting, DP, greedy, etc.) for the DMOPC, which was held monthly and written by about 150 students from across Ontario
- Was a lead-organizer of the Don Mills Programming Gala, an on-site programming contest attended by 120 students

iHear   *University of Waterloo*
HACK THE NORTH   *Sep. 14. 2016 - Sept. 16. 2016*
- Built sound-localization component of a VR-headset intended to allow deaf people to feel more connected to their surroundings
- Mounted microphones that were connected to an Arduino on the headset, which then streamed audio to the back-end via a TCP socket. The stream was then processed in JS and the results were pushed to the Google Cardboard (Unity)

HackTogether   *University of Pennsylvania*
PENNAPPS XIII   *Jan. 26. 2016 - Jan. 28. 2016*
- Built Android app (in Android Studio) where hackers entered their interests and skills and then placed them into teams
- Used Parse back-end and Python program to form the teams