

Filip Francetic

Software Developer

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Skills

- Languages: Javascript/Typescript, Python, Java, Bash, PHP, C, C++, Objective-C
- Frameworks and Tools: React, React Native, Node, MySQL, PostgreSQL
- Proficient in iOS and Android development
- Experienced with Linux and Git

Employment

Hustle Inc, San Francisco, California.

May–August 2018

Fullstack developer for P2P texting platform; fullstack javascript

Message Analysis.

- Implemented inbound SMS message content analysis to extract metadata to inform various systems
- Added user-facing UI which uses metadata to improve user experience
- Project personally pitched, then fully planned, implemented, and documented by me

Other projects.

- Refactored image structure across codebase into external dependency, and added mobile support for images
- Worked on refactoring internal action flow to simplify data flow and increase modularization

GroupBy Inc, Toronto, Ontario.

September–December 2017

Developer for e-commerce product search platform; primarily worked in TypeScript

Past Purchase Page.

- Built new page from scratch under short deadlines for interacting with a user's previously purchased items
- Improved performance by splitting loading between the initial page view and later requests for specific data

Real Time Biasing.

- Led work on a system for personalizing the order of products based on user's browsing habits
- Developed a recommendations system which increases the relevancy of items based on a user's current preferences
- Built in customization to allow per-client configuration of overall impact of personalization on item order

Ingle International, Toronto, Ontario.

January–April 2017

Internal apps developer, primarily worked in PHP and JavaScript

- Led integration of third party insurance database into existing systems in order to improve performance
- Implemented robust PHP API for interfacing Ingle software with this third party application

Bronte College, Mississauga, Ontario.

April–August 2016

Developer for College applications, worked in Java and Javascript

- Residence App: Designed an Android app to allow students to book and manage residence rooms
- User Authentication System: Rebuilt user authentication using JSON Web Tokens to authenticate

Projects

Cryptocurrency Algorithmic Market-Making.

November 2016–Present

- Designed and implemented a Python 3 application to perform market-making on cryptocurrency markets
- Saw average of 8.8% monthly return on investment by running backtests to determine ideal parameters
- Ran trading application from personally administered Raspberry Pi server

C++ Dungeon Crawler.

November 2016

- Created a Rogue-inspired top-down dungeon crawler in C++
- Built a command line interface using ncurses
- Designed map generation, spawn generation, and enemy AI

Java Communication Application.

April–June 2015

- Developed client/server messaging modules and UI functionality for a custom-made Webchat in Java
- Designed and styled UI with JavaFX, used RMI as communications API

Education

Candidate for Bachelor in Honours Computer Science,

2015–2020

University of Waterloo, Waterloo, Ontario.

Other

- Trilingual in English, French, and Serbian
- Huge Super Smash Bros Melee fan
- Devoted Emacs user
- Avid long distance cyclist, loves taking long trips across Toronto