Illya Myshakov

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SKILLS

- **Languages:** Python, C#, Java, C, C++, Javascript, Bash
- **Frameworks:** ASP.NET, React.js, Angular.js, Bootstrap
- **Technologies:** Docker, Amazon Wev Services, Google Cloud Platform, MySQL, Gradle

EXPERIENCE

IMAGINE COMMUNICATIONS | Embedded Software Developer

May 2020 – August 2020 | North York, ON

- Deployed network processor applications onto a customized Linux **Docker** container, increasing the range of projects that can be tested by QA.
- Debugged within hybrid **Java** and **C/C++** projects, implementing fixes to multi-threading errors and race conditions.
- Implemented compilation optimizations to **Gradle** build scripts, improving build times across projects by 62%.

TITANIUM AGENCY | Software Developer

September 2019 – December 2019 | Waterloo, ON

- Managed the entire development cycle of a **GCP** ad campaign automation service using **Python** and **Cloud Functions** to optimize budget and time allocation for content managers.
- Utilized automation service with **Cloud SQL** to build logging system for developers to achieve a better understanding of daily operation service interruptions.
- Introduced querying and UI improvements to company's **ASP.NET** Alert Console, reducing load times by 83%.

IMAGINE COMMUNICATIONS | QA Developer

January 2019 – April 2019 | Waterloo, ON

- Coded automated tests using **Python** for audio and video processing validation to match customer requirements.
- Optimized **RESTful** API calls made in graphics related automation scripts, reducing batch runtimes by 15-20%.
- Utilized **Bash** and **Microsoft Server VMs** to standardize test automation across varied channel systems.

PROJECTS

RUNELITE | Java Plugins

July 2020 – Present

- Developed various **Java** plugins and improvements to explore open-source development with RuneLite.

PROTOTYPE WHEELCHAIR | Embedded System

May 2019 – July 2019

- Fabricated a motorized prototype wheelchair using a MSP430 microcontroller and **DipTrace** to design a PCB to interface with motors and sensors.
- Collaborated in a team to create a **C** program which enabled PWM speed control and collision detection.

SNAKE | Web App

May 2019 – July 2019

- Recreated the game "Snake" using **React.js** and **Bootstrap** for ease of implementing game logic and graphics.

EDUCATION

UNIVERSITY OF WATERLOO | B.A.S.c Computer Engineering

September 2017 – April 2022 | Waterloo, ON