Illya Myshakov

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SKILLS

- **Languages:** Python, C#, Java, C, C++, Javascript, Bash
- **Frameworks:** ASP.NET, React.js, Vue.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 native **C/C++** projects for bug detection, implementing fixes to multi-threading errors and race conditions.
- Implemented compilation optimizations to **Gradle** build scripts, improving build times across various projects by an average of 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 service with **Cloud SQL** to build automation 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 to reduce load times by 83%.

IMAGINE COMMUNICATIONS | QA DEVELOPER

January 2019 – April 2019 | Waterloo, ON

- Coded multiple automated tests using **Python** and the **Sharon** framework, which validated audio and video processing to match customer requirements.
- Optimized **RESTful** API calls to Zenium in graphics related automation scripts, reducing average 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.

FISCHER CHESS BOT | CHESS WEB APP

July 2020 – Present

- Created a **Python** chess bot that users can play games of chess against via a **Vue.js** web application.
- Utilized **AWS Labmda** and **Python** to handle game requests and bot logic, leading to low latency responses and quicker matches.

EDUCATION

UNIVERSITY OF WATERLOO | B.A.S.c COMPUTER ENGINEERING

September 2017 – April 2022 | Waterloo, ON