

Marko Nerandzic

Skills

Experienced with
C, C++, Java, Python,
React

Familiar with
Javascript, HTML, CSS,
SQL

Novice at
Android Development,
C#, Scala, Node.js

Interests

- User Experience development
- Mobile applications
- Graphics programming
- UI programming

Contact

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markonerandzic.com

Hobbies

- PADI-certified scuba diver
- Reading
- Running
- Board Games

Education

University of Waterloo
Candidate for Bachelor of Software Engineering

September 2013 - April 2018 (expected)

Work Experience

Facebook

Software Engineering Intern

Menlo Park, CA
September 2017 - December 2017 (expected)

- Currently working on Whatsapp Android to improve media upload/download performance and reliability

Noom Inc

Software Engineering Intern

New York, NY
January 2017 - April 2017

- Built internal web tools for over 100 health coaches using **React**, **ES6**, **Java**, and **Python**
- Independently implemented front-end for suggested messages feature which greatly improved coach productivity and message response time
- Greatly reduced chat box loading time by limiting number of messages initially loaded

Google

Software Engineering Intern

Pittsburgh, PA
May 2016 - August 2016

- Worked on Google Shopping to help add "Deals" refinement option for millions of users
- Worked on full stack using **C++**, **Java** (back-end) and **HTML**, **CSS**, **Javascript** (front-end)
- Developed algorithm in order to determine when to show "Deals" refinement which ensured a delightful user experience

Yelp

Software Engineering Co-op

San Francisco, CA
September 2015 - December 2015

- Worked on Payments team to increase reliability of payment systems using **Python**
- Designed healthcheck system to monitor payments, **solved concurrency problems**
- Refactored legacy code in payment systems to prepare for asynchronous collections

Microsoft - Black Tusk Studios

Software Development Engineer Co-op

Vancouver, BC
January 2015 - April 2015

- Optimized workflows by creating internal tools for clients in **C#**, **ActionScript**, and **Python**
- Eliminated tedious manual processes by creating a tool to automatically synchronize video clip information between Autodesk Maya and Adobe Premiere Pro (**ActionScript**, **Python**)
- Developed extensive features for Unreal Engine 4 editor, including new view modes (**C++**)

Projects

Paired Link

Developed backend for link-sharing Firefox Extension using Node.js and Sockets.io

Hack The North Project

Food Recommendation Engine

Designed Python program to find new foods with rating algorithm based on previous choices

Computer Science class