

Mark Padilla

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Experience

Software Developer

(June 2020 – Present)

D2L

- Deliver robust content solutions to 1000+ educational institutions by developing audio, video, and **SCORM** package management services using **Node.js** and **.NET Framework**
- Enhance accessibility for millions of students by creating accessible web tools using **Web Components** and **LitElement**, complete with **snapshot testing** and **a11y testing**
- Guarantee over 99% uptime for content processing and delivery services by monitoring, investigating, and managing **AWS** services such as **Lambda**, **EC2**, and **SQS**

Automation Developer, Co-op

(May 2018 – December 2018)

Fleet Complete

- Widened test coverage by implementing 100+ mobile UI tests in **C#** using **Xamarin.UITest**
- Eliminated 200+ product defects by reporting bugs and validating their fixes on **JIRA**
- Enhanced holistic quality in 16 production updates for 4 mobile apps by collaborating with senior developers in **Agile Scrum** sprints

Projects

iden-T-fy: ID verification app

(March 2020 – Present)

- Rapidly develop a mobile app and **SPA** by leading a 2-person team using **Flutter** and **React**
- Provide a stable and secure online experience by deploying the web app to **AWS Amplify**, **Elastic Beanstalk**, and **RDS** with a public domain from Namecheap **DNS**
- Extend feature set by integrating **Stripe** and **SendGrid APIs** for payment and email delivery

World Scribe: Android app for fictional worldbuilding

(June 2016 – Present)

- Design and implement 20+ app pages using **Java**, **OOP** principles, and the **Android SDK**
- Acquire 60+ installs per week by publishing significant updates on the **Google Play Store**
- Satisfy an active user base of 13,000 by discussing bugs and feature requests with them

Education

Honours Bachelor of Science with High Distinction

(September 2015 – April 2020)

University of Toronto Scarborough

Computer Science Specialist Co-op

Recipient of U of T Scholars Award, UTSC Dean's List

CGPA 3.5 / 4.0

Languages and Technologies

- Javascript; C#; Java; Bash; Dart; SQL; Python; C
- Android; Flutter; LitElement; React; Material UI; Node; Git; Linux