






# Mateo Yajure

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## Technical Skills

- **Languages:** Python, C++, C#, HTML/CSS, Java, JavaScript/Typescript/Dart, SQL
  - **Software:** AWS (EC2), Microsoft (Azure, Visual Studio), Django, IntelliJ IDEA, Pycharm, Slack, Git, Nginx, Apache
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## Experience

### Youth Digital Talent

April 2024 – Present

Lead Developer and Student Mentor | Flutter, Dart

Calgary, AB

- Mentored grade 11 students to make a photo booth app for their high school's graduation using **Flutter**.
- App creates and shares photo collages, allowing user immediate distribution (of photos)
- The app took 3 photos with a timer before editing them together then the users could add stickers.
- App was used to take and share over 550 digital photo booth strips on the school's graduation night.

Workshop Instructor | C#, Unity


- Lead online and in person game development workshops in **Unity**.
- Ran unity workshop jointly with GLOCAL foundation of Canada

### FRC Forge Robotics 4421

October 2021 – August 2024

Team Captain/Programming Lead | Java

Calgary, AB

- Programming lead for the highest ranked Canadian team outside of Ontario in 2024.
  - Chosen for lead role over senior students because of my leadership and technical skills.
  - Used a quartic equation to calculate the vector for projectile to intersect with a moving target.
  - The team won 10 awards during my time on the team and 7 while I was in a significant leadership position.
  - Represented our team at competition in two prestigious "Behind The Bumpers"  interviews about our robot.
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## Projects

### AWS/GCP/AZURE Spot Maintenance System | Python, Flask, SFTP

October 2023 – November 2023

- Created an application that can generate spot instances on various cloud computing platforms via **Flask** API.
- Implemented a **CLI** to create and manage the spot instances for cost efficient computing.
- Used a **MongoDB** database to securely manage security keys.
- Use **STFP** to automatically remote into spots, upload code, and execute a script to start computation.
- Implemented multi-platform persistence by monitoring instance availability and re-spawning required missing spots on-the-fly.

### The Kingdom Project | Unity, C#, Serialization

January 2021 – September 2021

- Completed a town building and trading game in Unity. Collaborated with a friend in charge of asset and music creation.
  - Wrote **Serialization** system in order to save the players progress and the procedurally generated map.
  - Learned value of function over form as the game is visually appealing but we realized too far in that it was not much fun to play.
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## Education

### University of Waterloo

Computer Engineering, Co-operative Program

Expected Graduation – 2029

Waterloo, ON