Mateo Yajure

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Technical Skills

Languages: Python, C++, Java, C#, Typescript, JavaScript, Dart, SQL, HTML, TailwindCSS
Software: AWS, Azure, GCP, Django, React, Git, Linux, SSH, Nginx, MongoDB, Flask, Flutter, Unity, Appian

Experience

Telus   **May 2025 – August 2025**
Software Development Intern | Appian, Typescript, Carto, GCP, ExpressJS   *Calgary, AB*
- Designed full-stack application to proxy Carto maps into Appian Iframe, saving over 50k OPEX annually.
- Developed Carto map to display mission-critical data for executives, including the CFO.
- Built Appian integration to automatically move SQL tables to GCP buckets as CSV files every day.

Youth Digital Talent 🔗   **April 2024 – January 2025**
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
- 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 digital photobooth strips for over 75% of the school's graduating class(700+).

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.
- 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 in significant leadership positions.

Projects

Automatic Polymarket Bets *| Python, Requests, .env*   **August 2025 – Present**
- Wrote program which automatically buys hundreds of polymarket options daily.
- Based on this paper 🔗, which suggests buying overwhelming favorite positions yields 1.5% per bet edge.

AWS/GCP/AZURE Spot Maintenance System ⌗ *| Python, Flask, SFTP*   **October 2023 – November 2023**
- Built a cross-cloud Flask API and CLI to provision and manage spot instances on AWS, GCP, and Azure.
- Secured workflows with MongoDB key storage and automated SFTP for remote code upload and execution.
- Added persistence by monitoring availability and re-spawning missing spot instances dynamically.

The Kingdom Project 🔗 *| Unity, C#, Serialization*   **January 2021 – September 2021**
- Completed a town-building and trading game in Unity on a hexagonal tile set.
- Wrote Serialization system in order to save the players progress and the procedurally generated map.

Personal Website 🔗 *| React, TypeScript, Next.js, TailwindCSS, Motion, Nginx, Pm2, Certbot*   **January 2025**
- Built a personal portfolio using React styled with TailwindCSS from scratch.
- The website was deployed using a Ngnix reverse proxy to a NextJs process using PM2.

Education

University of Waterloo   **Expected Graduation – 2029**
Computer Engineering, Co-operative Program   *Waterloo, ON*