# KONRAD STANISZEWSKI

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in linkedin.com/in/konradstanski **♀** Edmonton, AB

### **EXPERIENCE**

## **Intelliwave Technologies** Software Development Co-op

## Apr - Dec 2021

**♀** Edmonton, Alberta

- Established cross platform data flows connecting multiple REST API's and SOL and NoSal Databases.
- Created testing suite and CI/CD pipeline for complex Node.js app interfacing data between internal and external systems.
- Utilized: Node.js, Express, MongoDb, PostgreSQL, Jest, REST

#### Intuit

Software Development Co-op

**♀** Edmonton, Alberta

- Maintained React/Redux codebase and fixed defects to comply with global accessibility regulations.
- Developed UI improvements for the Homepage of QuickBooks Online, accessed by over 5 million customers worldwide.
- Improved internal UI libraries to solve development limitations and reliance on deprecated libraries.

#### Nokia

Network Automation and DPI Co-op

# Apr - Aug 2019

Ottawa, Ontario

- Created mobile device testing platform to generate network traffic and aid in regression testing.
- Reduced network testing data collection time by 95%.
- Performed regression testing and fixed bugs as well as created new tests.

### **PROJECTS**

#### UofA GPA Calculator

₩ Jul 2021

- Created react app to parse text and generate GPA related statistics.
- Has interactive data visualization and exploration of metrics.
- Utilized: TypeScript, React, Next.js, Tailwind CSS, Chart.js.

### Bookmark (Scored 100%)

- Created a Kijiji-like Android app for exchanging books.
- Implemented login page, app navigation, and lazy image loading.
- Utilized: Android Studio, Java, GCP, Firebase, Material UI, Glide 4.0

#### **Android Automate**

- Created an open source API around Android ADB automating common Android tasks.
- Includes recording and replay of touch, and ui navigation.
- Utilized: Python, ADB, AVD, Android Studio.

### Pathfinding Rover

M Nov - Dec 2018

- Designed a high precision rover capable of navigating an automatically generated pixel maze using the A\* algorithm.
- Created data protocol to send instructions to rover via Bluetooth.

## **EDUCATION**

4th Year BSc. Computer Engineering, Software Co-op

GPA: 3.8/4.0

University of Alberta

m Sept 2017 - May 2022

## **SKILLS**



### **EXTRA-CURRICULARS**

### Sauabble

HackED (Received 1st Place)

₩ Nov 2019

- · Created online multiplayer brawl game with 2D platforming and position interpolation.
- Launched server architecture to provide live game state to clients.
- Utilized: JavaScript, Node.js, Express.js, Socket.IO, Phazer 3.

#### **Robotics Club Founder**

Archbishop MacDonald Robotics Club

May 2016 - Nov 2017

- Established the school's first robotics club to teach basic robotics and show the viability of a career in engineering.
- Secured 1000\$ funding and assembled custom course for a group of 20+ student over the course of the year.
- Utilized: C, S4A, Leadership Skills, Project Planning.

## **Submarine Design Project Lead** APEGA Science Olympics (Received 1st Place)

# Jan - Apr 2017

- Lead creation of team and submarine design.
- Developed communications/control system in C++.
- Created Gantt charts to track project completion.
- Utilized: IC chips, AVR Micro-controller, Radio RX/TX, SBUS data protocol, Leadership Skills.

## Saturday Coding Camp Volunteer DiscoverE

₩ Sept - Dec 2018

- Taught 30+ 4th grade students fundamentals of programming using Scratch, and design using Figma.
- Utilized: Public Speaking Skills, Figma, Blender.