

Stephen Melinyshyn

Software Engineering

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Experience & Projects

October 2015

NearbEYE, iOS App - bit.ly/nearbeye

- Augmented reality app to help explore the City of Waterloo with open data
- Implemented CoreData stack and key algorithms for choosing relevant data based on user location and compass direction
- Won 3rd place prize at the City of Waterloo's CodeFest hackathon

August 2015

MarketMesh, iOS App - bit.ly/marketmesh

- Local marketplace built upon Apple's Multipeer Connectivity framework
- Enabled the selling of a device's data connection to nearby devices
- Won 1st place prize at the Tech Retreat hackathon

Dec 2014 - May 2015

Project Clay, Server-side Service - bit.ly/projectclay

- Recreated a personalized version of Twitter's "Activity" feature in Go with MongoDB
- Collected, analyzed, and stored millions of tweets in order to detect near real-time events

April 2015

WWDC Student Application, iOS App - bit.ly/my-wwdc

- Winning application for Apple's WWDC Student Scholarship in 2015
- Designed and developed independently from the ground up
- Featured a beautiful custom stacked cards interface with a natural UX

Awards & Recognition

Apple's WWDC Student Scholarships, 2014 & 2015

- Won international competition for a ticket to Apple's World Wide Developers Conference in 2014 & 2015
- Developed an Objective-C & Swift application with creative and playful UI
- Judged and chosen by Apple out of thousands of applicants to receive scholarship

Governor General's Bronze Academic Medal, 2015

- Medal recognizing outstanding academic achievement
- Awarded to the student graduating with the highest average from their high school

Skills

Proficient: Objective-C & Swift, Go, Python

Familiar: C, C++, MongoDB

Tools: Vim, Xcode, Instruments, Git

Education

University of Waterloo, Expected April 2020
Bachelor of Software Engineering

LaSalle Secondary School, 2011-2015
Ontario Secondary School Diploma