Michael **Eden**

2B Systems Design

✉ maeden@edu.uwaterloo.ca

⌂ MichaelAEden

⌂ michaeleden.ca

Skills

Languages
- GoLang
- Python
- Java
- HTML
- Scala
- JavaScript
- SQL
- CSS

Tools and Frameworks
- React
- Docker
- AWS
- Akka HTTP
- Kubernetes
- Elasticsearch

Paradigms
- Object-oriented programming
- Functional programming
- Microservice architecture
- Agile and Scrum

Education

Systems Design Engineering
University of Waterloo

Ranked 14 out of 90

Volunteer Experience

Education Director
Coffee N' Code

Developed projects and lessons to lead programming workshops for individuals of all skill levels.

Executive Member
Not Just Tourists

Guided volunteers in packing medical supplies for humanitarian aid.

Work Experience

Creator, inquests.ca   May '19 - Present
- Assessed needs of users by conducting 10 user interviews with professionals involved in death investigations
- Created and deployed React application, Dockerized Scala application, and MySQL database on AWS infrastructure

Co-op Developer, Hootsuite   May '18 - Apr '19
- Maintained two first tier Scala services with **99.95% uptime**
- Reduced time to add new feature for any given paid package from 2 hours to 5 minutes **(95% reduction)**
- Maintained **140 000** custom features for users during architectural overhaul of service
- Developed an interface to a data lake with 17 million documents using Elasticsearch, GoLang, and Docker

Python Developer, SideFX Software   Sept '17 - Dec '17
- Improved accuracy of pose capture on 3D characters
- Added **8 complete features** to the character pose library such as directory structuring and new export formats

Software Developer, lotum Inc.   Jan '17 - April '17
- **Automated 73 unique test cases** across multiple browsers and operating systems using **Python** and **Selenium**
- Implemented logging of results of automated test suite

Projects

PyFractal   2018
Python, NumPy, Qt

Fractal generator with an interactive UI to experiment with different seeds and parameters.

Game of Life 3D   2017
Java, OpenGL

Simulation of cells which act according to a simple set of rules, generating complex behaviours and structures.