

Paul Olteanu

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Work Experience

SYNQRINUS

Toronto, ON

Full Stack Developer

January - April 2020

- Created project management tool with a **reactive** frontend
- Refactored table sorting functionality to simplify the addition of sorting methods
- Mentored junior coop on webdev & functional programming concepts
- Key Technologies: **Clojure & Clojurescript + re-frame, Postgres**

HASHTAG PAID INC

Toronto, ON

Software Developer

January - April 2018, May - August 2019

- Architected **OTP** application to maximize application stability and to parallelize data processing
- Created a persistent priority queue in **Mnesia**, for use with the **Honeydew** job runner
- Configured **AWS EC2** instances for staging and production use, and set up **Squid** proxy servers for request caching
- Processed **30,000+** users/day, generating insights on audience circles allowing for better campaign targeting
- Key Technologies: **Elixir, AWS: EC2, S3, & IAM, Mongo**

NYMI INC

Toronto, ON

SDK Developer

September - December 2018

- Developed 3-part async SDK supporting multiple Nymi Enabled Applications and Nymi bands, usable in any language supporting a **C FFI**
- Refactored processing of incoming messages using **Serde**
- Optimized **Phoenix** server communications to minimize latency in **Citrix** environments
- Consumed **Windows APIs** to support applications running locally with the Nymi Runtime on Citrix servers
- Key Technologies: **Rust, Elixir + Phoenix, Windows APIs**

Projects

Discord Bot

April 2020

- Bot to use emotes from other sources in my Discord server
- Caches previously seen emotes, and saves preferences for multiple emotes with the same name
- Implemented in **Elixir**

VSCode Syntax Theme

August 2019

- Custom port of the Railscasts syntax theme
- Per-language highlighting separated into multiple files for proper separation of concerns, and combined with a build script
- Published in the VSCode extension marketplace, with **8,000+** downloads

Software Renderer

February 2019

- Renders .obj files, using uv mapping to texture the model from a .tga file
- Multiple projections including orthogonal and perspective
- Implemented in **Rust**

CHIP-8 Emulator

October 2017

- Handles all 35 opcodes + legacy mode for opcodes that have traditionally been misimplemented
- Interprets binary .ROM files (CHIP-8 machine code)
- Implemented in **C** using **SDL2**

Proplist

October 2015

- Contributed to library adding binary (string) key support to keyword lists by re-implementing the Keyword API
- **Published** on Hex (Elixir's package manager), with **~1,000 installs**
- Implemented in **Elixir**

Education

University of Waterloo

Expected Completion Apr. 2022

Candidate for B.A.S. in Computer Engineering. Currently 3A