Eduard Anton

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Education

- **McGill University**: BEng. Software Engineering Co-Op (GPA 3.6/4.0) (Sept. 2021 - May 2025)
- **Marianopolis College**: Health Science Honors (Sept. 2019 - June 2021)

Skills

Programming: Python (Pandas, PyTorch, Numpy, Tensorflow, etc.), C/C++, C#, Java, Go, SQL, HTML/CSS, JavaScript, Bash, Powershell

Tools: Unix, Microsoft Office, Arduino, Unity, Unreal Engine, Git, Fusion 360, Jira

Front-End: Svelte, React, Vue.js, Electron.js, Avalonia

Back-End: Spring, NodeJS, Flask, MongoDB, PostgreSQL, MySQL, Redis, Docker

Languages: English (Native), French (Native), Romanian (Professional)

Software Engineering Experience

Airbus - Software Engineering Intern   May. 2023 - Sept. 2023

- Wrote comprehensive documentation reports on simulation models and VAPS software
- Generated extensive simulation data through software in C++, Python, and LabView to test simulators on distributed systems.
- Engineered a software architecture for distributed systems to solve the need for a highly configurable simulator.
- Presented simulation recommendations and improvement methods to the simulation team.

LiveGuard - Co-Founder and Software Developer   Jan. 2023 - Ongoing

- Co-founded a startup to develop and research new ML technologies for content creators
- Researched/trained autoregressive sequence, ASR, and computer vision models with PyTorch
- Integrated high-scale distributed systems with Kubernetes and Docker on AWS
- Developed back-end software with client-server protocols and API design in Go.

CAE Inc. - Integration Specialist   May. 2022 - Sept. 2022

- Integrated and tested hardware and software of aircraft simulators (VR, Vsim and IPT) for Boeing, Airbus, and Gulfstream
- Acquired expertise in Agile project management using Jira and Notion
- Wrote engineering documentation, and integrated tests in Python, Bash, PowerShell, and C++

Extra Curricular Experiences

McHacks - Sponsorship Lead   Sep. 2022 - Ongoing

- Coordinated the sponsorship team at McGill's largest hackathon, ensuring timely communication and addressing any inquiries or concerns.
- Secured partnerships with top tech companies, resulting in over $55,000 in revenue

Kurius - Community Manager, Software Developer, and Mentor   Sep. 2021 - Oct. 2022

- Organized the community and social media for university fairs and hackathons with an average participation rate of 500 students per event
- Designed KuriusGuard, a Discord bot in Python tasked with identifying scammers to protect over 2.5k+ members
- Hosted virtual workshops on OpenGL in C++ and computer vision in Python

[McGill Rocket Team](#) - Control Station Manager   Sep. 2021 - May. 2022

- Tested the new hybrid rocket engine and designed an application with LabVIEW to live monitor and control the engine

Personal Projects

UniTrade - [GitHub Repository](#)   Jan. 2023 - Apr. 2023

- As a collaborative undergraduate project, I created a student equipment marketplace web app using ReactJS for the front-end and Java Spring for the object oriented back-end
- Crafted multi-functional requirements and translated them into practical engineering tasks using SCRUM methodologies
- Designed and implemented UML Domain Modeling and MCV software architectures

Conway's Game of Life - [GitHub Repository](#)   Apr. 2023

- Game of life implementation in ARMv7 on the Cortex-A9 computer architecture
- Implemented graphics, mouse, and keyboard drivers in ARMv7

Web Museum App - [GitHub Repository](#)   Oct. 2022 - Dec. 2023

- Undertook full-stack development with Scrum methodology and code reviews to collaborate on a online museum experience using the Java Spring framework with Hibernate and PostgreSQL
- Designed and implemented the UML Domain Model and software architectures

QuizUs - [Devpost Project](#)   Nov. 2022

- Designed a web app in Svelte that generates flashcard quizzes from notes using a Flask back-end in Python
- Created a custom fine-tuned T5 NLP machine learning model to generate questions and answers from context paragraphs. The model was then deployed on Google Cloud

Kode Programming Language - [GitHub Repository](#)   Apr. 2022 - June. 2022

- Designed and built a custom dynamic and interpreted programming language in Go for remote programming through social media (Discord) with KuriOS
- Designed and implemented complex algorithms and data structures for just-in-time compilation optimizations

Deep Learning for Image Matting - [GitHub Repository](#)   Aug. 2022

- Created a machine learning model (UNET) in Python with the PyTorch library to extract actors from images and apply a transparent background

Minecraft Crowdcontrol Plugin - [GitHub Repository](#)   May. 2022 - June. 2022

- Created a Minecraft **Java** plugin game which allows up to 2000+ Discord users using the Java JDA library to control game events on a Minecraft server

Invision - [Devpost Project](#)   Feb. 2022

- Created a Python app that uses hand gestures seen by a webcam to emulate a game controller for playing games
- Applied computer vision technology with OpenCV and scikit-learn
- Won the 3nd place overall and best project pitch at the PolyHacks 2022 hackathon

ARoom - [Devpost Project](#)   Jan. 2022

- Created a web app with Svelte and Node.js to allow proximity voice chat rooms (using web sockets) with augmented reality features