Eduard Anton

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Education

- **McGill University**: [BEng. Software Engineering Co-Op](#) **(GPA 3.6/4.0)**
- **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, Avalonia

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

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

Professional Experience

Airbus - Software Engineering Intern   *June. 2021 - Sept. 2022*

- Improved the engineering simulator by resolving issues and implementing new visual interfaces for the airplane cockpit utilizing **C/C++, VAPS, and OpenGL**
- Developed network communication protocols to enable horizontal scaling of the simulator.
- Participated in Agile methodologies, including sprint planning and daily stand-up meetings
- Authored engineering documentation to ensure effective knowledge transfer within the team

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

- Co-founded and managed the startup in a team-based environment of 8 people
- Researched, developed, and trained LLM models and computer vision models with **PyTorch**
- Experience in horizontal scaling with **Kubernetes** on **AWS**
- Developed back-end software with client-server protocols and API design in **C#** and **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**
- Expertise in **Agile** project management using **Jira** and **Notion**
- Wrote engineering documentation, and testing 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 **$50,000 in sponsorship revenue (2022)**

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 workshops on **OpenGL in C++** and **computer vision in Python**

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

Great Lunar Expedition for Everyone (GLEE) - Website
Sep. 2022 - Ongoing

- Founded and currently leading a McGill University team of students to design, build, and program (in **C/C++**) lunasats to be sent on the moon's surface in 2025
- Designed embedded software for ATmega 328 (**Arduino**) based boards equipped with radio communication and measurement sensors

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