Peter Regas

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EDUCATION

Bachelor of Science (Honors) in Computer Science
Ontario Tech University · 2023 · With Distinction

EXPERIENCE

Computer Science Co-Op Student
Ontario Power Generation   January 2021 - August 2021
· Tracked **2000+** employees' training results quarterly by creating a training quality effectiveness application(**Visual Basic, Smartform, Excel**)
  to give OPG a way to automatically judge how effective different training modules are over long periods post-training.
· **Updated 100's of training courses** to comply with new company objectives **reducing delinquent courses by 75%**.
· Gave presentations to department heads on the results of my research to update courses taken by **10000+ employees** to increase training
  retention.
· Increased department efficiency by providing first-line I.T support for the department solving various issues within the **Microsoft Office
  Suite, Smartform, and other company software**.
· Established detailed documentation for the training quality effectiveness system using visuals, videos, and written work. Allowing the project
  to be continued and easily maintained.

PROJECTS

AI Based Full Stack Web Application and Database – OpenAI, Docker, React, Node.js, MySQL, phpMyAdmin
BugsInMyFood
· Developed an AI-based full stack web application with a MySQL database to search, add, and vote on whether a food contains bug products.
· Reduced time to submit food by **500%** using OpenAI to generate answers on whether a food contains bug products then submit to database.
· Integrated React front end, Node.js backend, and MySQL database running from Docker containers to increase efficiency and security.

Titan Tower Defense - Unity/C#
Trailer Available on PeterRegas.ca
· Developed a 3D tower defense game using real-time physics increasing difficulty and tower purchasing and leveling.
· Implemented key physics features such as **ray-traced lines of sight, projectile movement, enemy mass, and collision**.
· Used **encapsulation, inheritance, polymorphism, and abstraction** to ensure all aspects of the game are easily modifiable and scalable for
  future updates.
· Integrated a global leaderboard system using **cloud storage**.
· Created modern **U.I, custom model rigging, 3d animations, event scripting, and audio.**

Fully Automated Home Media Server
· **30+ users** can select media content of their choice then request and view it within minutes making use of **10+ open source applications**
  working in conjunctions to automate the process.
· Fully automated media indexing and downloading for millions of results using peer-to-peer and centralized Usenets.
· implemented using best security practices including **docker containers, VPN, proxies, reverse-proxies, SSL**, and more.
· Automatic downloading of new episodes and quality upgrades to existing content when they become available using RSS feed data.

INVOLVEMENT

University of Ottawa · University Sports Football(Formerly CIS Football) · 2016
· Attending without fail over 35 hours of meetings, practices, and games weekly while attending full time studies.
· Collaborating with over 100 other players to learn and run over 1000 plays on a daily basis is mandatory for success on the team.

SKILLS

Languages: Java, C++, C#, Python, Visual Basic, Flutter, Dart, HTML, JavaScript, CSS, React, Flask, Node.js, MySQL,

Other Technical: Git, Linux, MongoDB, Unity, Excel, Access, Word, Photoshop, Premier, Google Cloud, phpMyAdmin, Docker