

# Peter Regas

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## SUMMARY

- Creating a continually maintained tracking system invaluable to company training metrics
- Organizing and researching information valuable to company growth
- 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

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## EXPERIENCE

### Computer Science Co-Op Student

Ontario Power Generation

January 2021 - January 2022

- 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.

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## PROJECTS

### AI Based Full Stack Web Application and Database – OpenAI, Docker, React, Node.js, MySQL, phpMyAdmin

BugsInMyFood • January 2024 - Present

- 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](#) • January 2023 - June 2023

- 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

July 2023 - Present

- **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.

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## EDUCATION

### Bachelor of Science (Honors) in Computer Science

Ontario Tech University • 2023 • With Distinction

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## 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.
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