SOME DUDE

somewhere

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Technical Skills

Languages: JavaScript, TypeScript, C#, Python, C++, Java, C, Rust, R, PHP, HTML, CSS, Sass
Frameworks: Next.js, React, Vue.js, Node.js, Express.js, Tailwind CSS, Spring Boot, .NET, WPF, PyTorch
Tools: AWS (EC2, RDS), Vite, Selenium, Playwright, Docker, Power Automate, Pandas, Jira, Figma
Databases: MySQL, PostgreSQL, SQLite, Redis, MongoDB, DynamoDB

Education

Some uni **August 2021 – April 2026 (expected)**
Computer Science *Location 4*
- Coursework: Object-Oriented Programming, Algorithms, Data Structures, Operating System, Compilers, UI/UX, Digital Hardware, Probability, Statistical Modeling, Numerical Computation

Work Experience

Midsize Engineering Company **Jan 2024 – April 2024**
Full Stack Developer *Location 1*
- Architected a company-wide quality control system integrating Next.js, React, TypeScript, PostgreSQL, and Node.js, featuring role-based authentication and QR linked to product records, enhancing efficiency in production processes.
- Contributed to developing a WPF .NET Windows application with C# and SQLite for a client, with real-time data logging, PDF report generation and cloud connectivity, under a demanding weekly release schedule.

Regional Health Department **May 2023 – August 2023**
Full Stack Developer *Company 2*
- Re-engineered over 70 custom accessible website functionalities including user interface, forms and database interaction using PHP, JavaScript and mySQL.
- Collaborated on integrating AI chatbots into the corporate website to enhance customer interactions; anticipated to decrease nurse telecommunication times by up to 20%.
- Conducted a major seminar on the practical applications of Artificial Intelligence for a team of over 250 employees.

Summer Camp **May 2022 – August 2022**
Coding Instructor *Location 3*
- Delivered and designed daily coding lessons to high school-aged students in multiple languages including Python, Arduino C, JavaScript, and HTML/CSS.
- Collaborated with a team to present a successful technology education showcase in front of the Ontario Minister of Education, which helped secure over $100,000 in funding.

Personal Projects

Youtify | *Next.js, React, JavaScript, Node.js, Tailwind, OAuth 2.0, REST APIs*
- Created Youtify, a web application facilitating seamless playlist migration between YouTube Music and Spotify, also allowing users to automate the creation of "clean" versions of playlists.
- Utilized OAuth 2.0 and HTTP-only cookies for secure authentication, and the YouTube Data API and Spotify Web API for playlist retrieval and manipulation.
- Implemented robust error handling, real-time progress bars using server-sent events and accessible mobile-friendly design.

Chess Engine | *C++, OOP, GNU Debugger, Valgrind MemCheck, UML*
- Contributed to the development of a graphical chess engine in a team of three, using C++ and X11 forwarding with a complete chess rule set and four levels of computer difficulty.
- Collaborated to design the software and delegate coding tasks, successfully merging over 3000 lines of code.
- Utilized object-oriented programming practices and design patterns such as Model-View-Controller to implement a scalable and modular software architecture.

Autonomous Quadcopter Flight | *Python, Computer Vision, Raspberry Pi, Electronics*
- Designed and assembled an H-frame quadcopter by soldering various components to a PCB and assembling them to a carbon fibre chassis.
- Developed custom tricks and flight missions with real-time object detection using the DroneKit Python API loaded onto a Raspberry Pi.

Progress Tracker | *React, Redux, TypeScript, MongoDB*
- Developed a progress tracker using React with Redux for state management.
- Integrated MongoDB for efficient data storage, allowing users to track their goals and tasks with persistent storage.