

René Levesque

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Skills

Languages

C++, C, Python, C#, Java, JavaScript, Verilog, SQL

Technologies

AWS, Git, React, Numpy, NodeJS, MongoDB, MSSQL

Education

BASc Honours Computer Engineering, University of Waterloo

Sep 2019 – Apr 2024

- 3.9 GPA (90%), 2x Deans list recipient
- Relevant Courses: Algorithms and Data Structures - 96%, Systems Programming - 97%, Operating Systems - 93%

Experience

Gecko Robotics, Software Engineer

Jan 2023 – Apr 2023

- Incoming engineer

Capital One, Software Engineer

Jan 2022 – Apr 2022

- Reduced operational costs by \$50,000 by developing an internal A/B test framework using React and TypeScript, uniquely identified users with FingerprintJS and captured data with Snowplow analytics
- Upgraded responsiveness of capitalone.ca through building mobile-friendly front-end components, ensuring the quality of the component library by writing unit, integration, and e2e tests

XE.com, Full Stack Developer

May 2021 – Aug 2021

- Reduced manual labor by 20+ hours per month by implementing a microservice to scrape and update currency metadata using Java, AWS Lambda, DynamoDB, and API Gateway
- Enhanced available rate data by 10% by writing a Python script to automatically backfill missing currency rates
- Increased test coverage of currency data API by 15% accomplished by writing JUnit tests

Sleep Country Canada, Web Developer

Sep 2020 – Dec 2020

- Calculated commissions for over 300,000 transactions per pay period by building SQL integration between the sales and payroll systems on Oracle Integration Cloud
- Refactored an internal reporting tool, improving response time by 20% using C# and MSSQL

Projects

Happy Stocks, Twitter Stock Sentiment Classifier

- Implemented Golang backend to retrieve tweets from Twitter API and classify them using Cohere NLP API
- Developed React app allowing users to search stocks and display sentiment and price data on graphs
- Hosted on AWS using Route53, Cloudfront, and S3

Home Security System, Hardware Project

- Designed and validated sensors, actuators, and user interfaces as well as voltage conversion circuits to ensure compatibility with the STM32 MCU in Proteus
- Wrote firmware in C using timers and interrupts to control sensors, user interface, lights, keypad, and alarm

Paranoia, Party Game to Play with Friends

- Spring Boot server with static endpoints and web sockets to allow real-time communication between clients
- Created React web application for gameplay, using SockJS for web sockets