# Riley Chometa

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## HIGHLIGHTS OF QUALIFICATIONS

- Full-Stack Software Engineer with 3+ years of experience and a strong preference for backend systems.
- Mentored and guided teams of up to 7 members, conducting regular code reviews to ensure maintainable code.
- Eliminated 100% of environment configuration errors through containerization.
- Contributed to a reduction in code defects by 60% through utilization of Test-Driven Development.
- Delivered a reliable and scalable solution with 99.9% uptime on Azure.

## **SKILLS & INTERESTS**

- Languages: TypeScript, Java, Python, C#, SQL
- Frameworks: Next.js, React, ASP.Net, Angular, Unity
- Other: PostgreSQL, Docker, Azure
- Interests: Home Server Management (Linux)

## **EXPERIENCE**

## Friends of the Saskatoon Afforestation Area Inc. (FSAAI)

Jun. 2021 – Present

Lead Volunteer Developer | Jul. 2024 – Present

Saskatoon, SK, Canada (Remote)

- Collaborated closely with clients to understand requirements and deliver tailored solutions.
- Maintained and enhanced existing Angular and ASP.Net application through troubleshooting critical issues, upgrading existing software, and implementing new features.
- Implementing GitHub Actions for **automated testing**, ensuring seamless integration and **code quality**.
- Mentored and trained junior team members while enforcing high coding standards through code reviews.

Contract Developer | Jun. 2021– Feb. 2022

Saskatoon, SK, Canada (Remote)

- Collaborated in a team of 4 using agile methodologies to design, develop, and test a mobile focussed Angular app with an ASP.Net RESTful API and CMS panel, and a SQLite database.
- Successfully deployed the Progressive Web App to Azure Cloud using Docker, delivering a reliable and scalable solution with 99.9% uptime.

Saskatchewan Polytechnic - Digital Integration Centre of Excellence (DICE)

Jun. 2021 – Jan. 2025

Student Research Assistant

Saskatoon, SK, Canada (Hybrid)

- Reduced development time and eliminated environment configuration errors by containerizing development and production environments, ensuring 100% consistency and reliability.
- Collaborated in cross-functional teams to design, test, and develop web apps using different tech stacks depending on the clients needs, including TypeScript, PHP, MongoDB, Docker, Symfony, and Next.js.
- Translated business requirements into technical specifications, architecting scalable solutions.

### **PROJECTS**

Realm of Nightmares, Repository Manager

Class Project

- Collaborated in a team of 7 to develop a procedurally generated Unity game, achieving a grade of 100%.
- Adopted as a teaching resource, illustrating achievable standards for approximately 100 students annually.
- Project: <a href="mailto:github.com/Rilev-Chometa/realm-of-nightmares">github.com/Rilev-Chometa/realm-of-nightmares</a>
  Demo: <a href="mailto:unclepyroh.itch.io/realm-of-nightmares">unclepyroh.itch.io/realm-of-nightmares</a>

### Prairie Forest Guide, Developer

**Class Project** 

- Worked in an agile team to develop a maintainable Android app, REST API, and CMS for the client.
- Leveraged **Test-Driven Development** to ensure a robust code base, **resulting in a 60% reduction in defects**.

### **EDUCATION**

**Computer Science**, Bachelor of Science, University of Saskatchewan **Computer Systems Technology**, Diploma, Saskatchewan Polytechnic

Saskatoon, SK, Canada Saskatoon, SK, Canada