

Riley Chometa

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Skills

Languages: TypeScript, JavaScript, C#, Java, Python, C/C++, SQL

Frameworks & Libraries: React, Next.js, Angular, ASP.Net Core

Testing Libraries: Selenium, Appium, JUnit, Jest, XUnit, React Testing Library

Databases: PostgreSQL, SQLite, MongoDB, Neo4j

Tools: Docker, Azure, GitHub Actions

Methodologies: Test Driven Development (TDD), Agile (Scrum, Sprints, Kanban), DevOps, Microservice Architecture

Experience

Volunteer Developer, Friends of the Saskatoon Afforestation Area Inc. – Saskatoon, SK Jul 2024 – Present

- Resolved critical issues in ASP.Net Core application, restoring optimal functionality.
- Eliminated production errors through the implementation of GitHub Actions for automated testing and linting.
- Achieved high code standards, as measured by fewer linting errors, by mentoring junior team members.

Student Research Assistant, Saskatchewan Polytechnic - DICE – Saskatoon, SK Jun 2021 – Jan 2025

- Achieved client satisfaction by delivering performant systems through cross-functional collaboration.
- Enhanced precision agriculture education, measured by the launch of C2R2 micro-credential courses on surgemicrocredentials.com, by developing intuitive machine learning course content.
- Improved mine safety by working on a Vue.js risk management app for Enviro Integration resulting in a launched MVP.
- Increased EMDR therapy access, by collaborating on a Next.js MVP for Savyn Tech, resulting in a successful launch.
- Promoted internal knowledge sharing by creating in-depth technical guides on SQL vs NoSQL, Neo4j, and Docker.

Freelance Developer, Friends of the Saskatoon Afforestation Area Inc. – Saskatoon, SK Jun 2021 – Feb 2022

- Collaborated in a team of 4 using Agile methodologies to design, develop, and test a mobile focussed web app.
- Built an Angular app utilizing Google Maps API for location-based informational pins.
- Improved CMS and REST API by implementing new features in their ASP.Net Core system.
- Improved park visitor engagement, as measured by in app survey results, by deploying to Azure Cloud using Docker.

Projects

Realm of Nightmares - C#, Unity, GitHub unclepyroh.itch.io/realm-of-nightmares

- Led a team of 7 to develop an engaging procedurally generated Unity game.
- Achieved a perfect 100% grade and selected as a teaching example to show future classes of an achievable standard.
- Guided team members on Git usage and software development best practices.

Prairie Forest Guide - C#, Xamarin, ASP.Net Core 3.1 MVC github.com/Riley-Chometa/Prairie-Forest-Guide

- Developed a location-based mobile app using the Google Maps API through collaborative teamwork.
- Created a REST API and CMS using ASP.Net Core 3.1 MVC.
- Ensured reliable code, as measured by a lack of production errors, through TDD and Agile methodologies.

Long Covid Portal - TypeScript, React, Express, PostgreSQL, Docker, GitHub, GitHub Actions

- Collaborated in an 8-person team using Agile methodologies to provide study participants with metric tracking.
- Ensured a robust code base through implementing branch protection, automated testing, and linting.
- Achieved 100% deployment and development environment consistency through containerization.

Education

University of Saskatchewan – B.Sc. in Computer Science

June 2024