Riley Chometa

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Skills

Languages: TypeScript, JavaScript, Python, PHP, C#, Java, HTML, CSS
Libraries/Frameworks: Next.js, React, Angular, Symfony, ASP.Net Core, Node
Testing: Jest, Selenium, Appium, JUnit, XUnit
Other Technologies: Docker, Linux, Azure, PostgreSQL, SQLite, MongoDB, Neo4j

Experience

Software Engineer   Jul 2024 – Present
Friends of the Saskatoon Afforestation Area Inc. (FSAAI) | *C#, TypeScript, Angular, ASP.Net, Docker*   *Remote, Canada*
- Reduced production crashes by 100%, through troubleshooting and resolving critical issues in the REST API and CMS
- Elevated code quality and system reliability, shown by a 92% reduction in linting errors, by implementing GitHub Actions for automated testing and linting

Software Engineer, Research Assistant   Jun 2021 – Jan 2025
Saskatchewan Polytechnic - DICE | *TypeScript, JavaScript, PHP, Neo4j, MongoDB, Docker*   *Remote, Canada*
- Drove a 62% acceleration in UI prototyping by refactoring React components using atomic design principles
- Designed, developed, and tested a reliable safety inspection tracking system in TypeScript
- Created technical guides on Neo4j, MongoDB, and Docker, used by over 40 engineers, resulting in standardized knowledge across engineering teams
- Developed a SQL/NoSQL database comparative analysis, used by over 40 engineers, resulting in improved efficiency
- Developed machine learning course content for C2R2 precision agriculture courses on surgemicrocredentials.com
- Developed content for module 3 of the EMILI Data Literacy course on emilicanada.com/data-initiative/data-literacy/

Software Engineer   Jun 2021 – Feb 2022
Friends of the Saskatoon Afforestation Area Inc. (FSAAI) | *C#, TypeScript, Angular, ASP.Net, Docker*   *Remote, Canada*
- Designed, developed, and tested a mobile-focused Progressive Web App in a 4-person team with Google Maps API
- Architected the tracking of a users distance between pins, enabling the core functionality of the app
- Deployed containerized frontend, backend, and database to Azure

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 100% grade and selected as a teaching example, showing 100 students per year of an achievable standard
- Managed GitHub repo and guided team members on Git usage and software development best practices

Prairie Forest Guide | *C#, Xamarin, ASP.Net Core*   github.com/Riley-Chometa/Prairie-Forest-Guide
- Developed a location-based mobile app using the Google Maps API through collaborative teamwork
- Created a backend REST API and CMS using ASP.Net Core, allowing the client to manage their applications data
- Reduced production errors by 100% through implementation of Agile methodologies and Test Driven Development

Long Covid Portal | *TypeScript, React, Express, PostgreSQL, Docker*
- Developed a web portal for study participants to view their metrics through collaborating in an 8-person Agile team
- Reduced linting and production errors by 74%, by implementing branch protection, automated testing, and linting
- Achieved 100% deployment and development environment consistency through containerization
- Implemented CI/CD pipeline using GitHub Actions to a self hosted server for testing and pre-release deployment

Education

University of Saskatchewan – B.Sc. in Computer Science   Jun 2024
Saskatchewan Polytechnic – Diploma in Computer Systems Technology   Jun 2021