

Riley Chometa

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Skills

Languages: TypeScript, JavaScript, Python, C#, Java

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

Tools: Docker, PostgreSQL, SQLite, MongoDB, Neo4j

Experience

Volunteer Software Engineer, Friends of the Saskatoon Afforestation Area Inc. (FSAAI) – Remote Jul 2024 – Present

- Reduced production crashes by 100% and improved application stability by 84%, through troubleshooting and resolving critical issues in the ASP.Net Core REST API and CMS
- Elevated code quality and system reliability as measured by 92% reduction in linting errors and warnings by implementing GitHub Actions for automated testing and linting

Software Engineer, Research Assistant, Digital Integration Centre of Excellence (DICE) – Remote Jun 2021 – Jan 2025

- Achieved 60% faster prototyping and iteration through refactoring UI components to apply atomic design principles in a TypeScript and Next.js application for SavynTech
- Developed a reliable and scalable safety inspection tracking system using Next.js and Express for Enviro Integration Strategies, incorporating containerization for consistent deployments
- Created in-depth technical guides, used by over 40 engineers, promoting knowledge sharing on Neo4j, MongoDB, Docker, and SQL/NoSQL database comparative analysis
- Developed machine learning course content for C2R2 precision agriculture courses on surgemicrocredentials.com

Freelance Software Engineer, Friends of the Saskatoon Afforestation Area Inc. – Remote Jun 2021 – Feb 2022

- Designed, developed, and tested a mobile-focused Progressive Web App in a 4-person team with Google Maps API
- Delivered scalability and resilience improvements as measured by +150% user capacity and 99.9% uptime by architecting and implementing a microservice architecture using Docker for containerization
- Improved team development efficiency and accelerated feature delivery cycles by implementing Agile methodologies like Scrum, Sprints, and Kanban, contributing to faster iteration and system improvement
- Enhanced park visitor satisfaction by 146%, measured through in-app survey results, by deploying to Azure Cloud

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

- Built 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

2024