Spencer **Dobrik**
3A Software Engineering

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Skills

PROGRAMMING	Java, Bash, C, C++, HTML, CSS, Javascript, Python
FRAMEWORKS	AngularJS, React, LESS, D3.js, Jasmine, Protractor, Highcharts, TypeScript, Enzyme
TECHNOLOGY	Git, Lightroom, Mecurial, Firebase, Pebble SDK, JIRA/ Confluence, Photoshop

Employment

Majik Systems
Front End Developer   Sep 2017 - Dec 2017
- Developed software to help clients monitor, analyze, and optimize their factory processes.
- Used extra time to interview customers and design mock ups in order to rebuild the dashboard of our software.
- Built a factory flow simulation which allows customers to see issues in their factories in real time.
- Wrote bash scripts to automate project refactoring.
- Increased loading speed of multiple pages by 30 - 50%.
- Researched and integrated new libraries to speed up the application and development cycle.

General Motors
Innovation Specialist   Jan 2017 - Apr 2017
- Followed lean development principles to innovate and iterate on designs for GM vehicles and products.
- Researched and developed new products and strategies to increase seat belt usage and customer satisfaction.
- Identified and validated a customer problem, rapidly created and iterated a prototype solution, and tested the prototype with customers. Saved GM significant time and money compared to traditional customer clinics.
- Developed prototype to simulate a 360° view experience, evaluated functionality with users and reported feedback.
- Led engineering teams in idea creation workshops involving customers to generate new products and processes.

Imagine Communications
Full Stack Web Developer   May 2016 – Aug 2016
- Rapid improvement in skills over a 4 month period allowed me to take on the responsibilities of a full time employee.
- Implemented a web-based graphics editor that supported the legacy broadcasting software and improved the UI.
- Rapidly developed a graphics editor that was presented at the International Broadcasting Convention.
- Used AngularJS , HTML, LESS, .NET, Typescript, Jasmine, Protractor, and C#.

Projects

myTravels - SpencerDobrik.com/travels.html
- An interactive map that pins the locations I have visited and generates a brief Wikipedia description upon clicking a pin.
- Created using Javascript, jQuery, GoogleMaps API and Wikipedia API.

Activities

WATonomous - User Interface Team Member   Sep 2017 - Current
- Designed and implemented an interface to help other teams visualize data and communicate with occupants.
- Developed the UI for the autonomous car using ROS and Python.

Feds Student Council - Engineering Councilor   2016 - 2017
- Helped shape the policies around the university and bring a voice to my constituents.
- Member of co-op students council, which works with CECA to improve co-op at University of Waterloo.
- Member of the student life endowment fund committee.

University of Waterloo Varsity Basketball   2015 - 2016
- Developed excellent time management, balancing a full course load with over 25 hours of basketball commitment per week.
- Cultivated teamwork and leadership skills while building a strong work ethic.

Education

University Of Waterloo
Candidate for Bachelor of Software Engineering 2020