Shaquille Pearson

Email LinkedIn Portfolio

Summary

Software Engineer with **3 years** of experience in **full-stack** development and building scalable, **data-driven** applications. Proficient in **Python** and **TypeScript** and crafting intuitive **frontend** interfaces, optimizing **backend** performance, and streamlining **CI/CD** workflows.

EDUCATION

University of Waterloo

Waterloo, ON

Master of Mathematics in Computer Science (GPA 3.88/4.00)

Jan. 2023 - Dec. 2024

St.Georges University

St.George's, Grenada

Bachelor of Science in Information Technology (GPA 3.60/4.00)

Jan. 2018 - Dec. 2021

EXPERIENCE

The Software REBELs (Ranked 9th Globally in SE Research)

Waterloo, ON

Graduate Research Assistant

Jan 2023 - Dec 2024

- Data Pipeline: Engineered a Python data pipeline using GitHub GraphQL to efficiently process 1.27M open-source projects, acquiring key build configuration and dependency data with PostgreSQL.
- Build Reproduction: Established 982 reproducible build environments for NPM projects using Docker, Python scripting, and GitHub Actions for streamlined CI/CD, facilitating controlled analysis of builds.
- API Development: Developed a FastAPI (Python) REST API with Docker to enable programmatic access to the reproducible build environment, automating dependency resolution and build validation for efficient data extraction.

University of Waterloo

Waterloo, ON

Instructional Apprentice / Teaching Assistant

Jan 2023 - Dec 2024

- CS 116 (Introduction to Python Programming) & CS 135 (Functional Programming with Racket): Taught core programming concepts, recursion, and algorithmic analysis through tutorials and student support.
- SE 212 (Logic and Computation) & CS 251 (Computer Organization and Design): Provided guidance on formal logic, proof systems, digital circuits, and processor design through labs and office hours.
- CS 246 (Object-Oriented Programming in C++): Reinforced object-oriented programming, memory management, and debugging practices via tutorials and code reviews.

Department of Public Information

Georgetown, Guyana

Junior Software Developer

Jan 2022 - Dec 2022

- Content Automation: Designed and implemented an automation system using Node.js and the Axios library to interact with the DPI website's REST CMS API, enabling automatic, scheduled updates for news articles, press releases, etc which reduced manual effort by an estimated 30%.
- Frontend Enhancements & UI Optimization: Significantly improved website performance and responsiveness by refactoring critical React.js components (identifying and optimizing over 15 key components) and optimizing complex CSS animations.
- Backend Performance Optimization: Refactored MySQL database schemas to reduce data redundancy and improve query efficiency. Implemented B-Tree indexing on high-traffic tables, which optimized backend performance and reduced average query response times for content retrieval by 13%.

Caribbean Coding Academy

St.George, Grenada

Frontend Engineer Intern

May 2020 - August 2020 / May 2021 - August 2021

- Interactive Web Features: Implemented dynamic user interfaces for key client dashboards using React.js, integrating RESTful APIs to enable real-time data updates (achieving less than 500ms latency).
- Bug Identification & Resolution: Identified, documented, and resolved over 20 frontend issues using Chrome DevTools and GitHub Issues. Implemented targeted fixes in HTML5 and responsive styling with Tailwind CSS.
- Web Performance & Testing: Significantly optimized web application load times by implementing lazy loading for non-critical components using Webpack code splitting, achieving an estimated 10% improvement in initial load times.

Programming Skills

- Languages & Tools: Python, TypeScript, C++, SQL, Cypher, Git, Docker, GitHub (REST, GraphQL, Actions)
- Frameworks & Libraries: Next.js, React Native, PyTorch, Django, Hugging Face
- Databases: PostgreSQL, MySQL, Firebase, Neo4j, MongoDB