Stefano Commodari

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Education

Bachelor of Software Engineering **September 2016 - April 2020 (expected)**
McGill University, Montreal, QC *CGPA 3.37/4.0*

DCS in Pure and Applied Science **September 2014 – May 2016**
Marianopolis, Montreal, QC

Languages

English (native), French (intermediate: reading, writing) (basic: speaking)

Technical Skills

Programming Languages: Java, C, Bash, Assembly, Python, HTML
IDEs: Eclipse, Intel FPGA Monitor Program
Software Tools: Umple (UML), Git, GitLab, Sourcetree, PuTTY, WinSCP, Travis CI

Work Experience

Software Developer Intern **June 2019 – August 2019**
Nakisa, Montreal, Canada

- Assigned to the software team responsible for Nakisa Lease Administration 5.0 to resolve low priority support tickets.
- Resolved support tickets by utilizing the Eclipse debugger and Google Chrome Inspect tool.
- Utilized GitLab and Sourcetree to implement and submit solutions for the support tickets.
- Participated in a daily standup meeting with the team every morning to discuss the work done during the previous day.

Engineering Projects

University Research Lab Management System (URLMS) **September 2017 – December 2017**
McGill University, Montreal, Canada
Desktop developer (Java)

- In a team of 5, developed a research lab management system spanning 3 platforms: Desktop (Java), Web (PHP) and Mobile (Android).
- Utilized Eclipse in Java to implement a system which allowed for the organizing of lab rooms for a given lab project; compiling financial reports which listed all the costs and expenses regarding a given project; and the booking of equipment and supplies for a centralized inventory belonging to each lab room.
- Employed Continuous Integration techniques to create project builds and implement a release pipeline for the system.

Design of an Autonomous Capture-the-Flag Robot (Java; Eclipse IDE) **September 2017 - November 2017**
McGill University, Montreal, Canada
Software leader

- In a team of 6, developed hardware and software architecture using the leJOS EV3 firmware and the LEGO Mindstorms EV3 design kit.
- Designed software flowcharts and API which determined how the robot would proceed within the constraints of the competition rules.
- Coordinated with teammates to organize and document project logistics such as budget, task assignment, meetings, testing and overall progress.
- Participated in weekly meetings by presenting completed tasks and discussing plans for future tasks.

Interactive Tile-O Board Game (Java; Eclipse IDE) **January 2017 – April 2017**
McGill University, Montreal, Canada
Software developer

- In a team of 6, developed an interactive board game using Java and Java Swing where players rolled a die to determine where their respective tile would move, with action cards triggering different effects affecting either the player or the board.
- Created class and sequence diagrams to map out the relationships and the functions of each object and their operations.