

EDUCATION

University of Waterloo
SYSTEMS DESIGN ENGINEERING
Class of 2018

LINKS

Github: github.com/Tamini
LinkedIn: linkedin.com/in/tamini

PROGRAMMING

Language | Proficiency

| | |
|----------|------|
| Java | ++++ |
| C++ | ++++ |
| Go | +++ |
| LaTeX | +++ |
| OCaml | +++ |
| Scala | +++ |
| SQL | +++ |
| Python | +++ |
| R | +++ |
| Assembly | ++ |
| Chef | ++ |
| Ruby | ++ |

Tool | Proficiency

| | |
|-------------|------|
| Git | ++++ |
| Jira | ++++ |
| gdb | ++++ |
| Jenkins CI | ++++ |
| Eclipse IDE | +++ |
| WinDebug | +++ |
| Maven | +++ |
| Android | +++ |

PAST EMPLOYERS

Interaset

"...he demonstrated an exceptional ability to very quickly become productive with new technologies."
- Michael Iles | Dev Lead

IBM

"...his innovative solution to managing exceptions and frame descriptors was the key to our finishing that project..."
- Bill O'Farrell | Developer

This resume is written in LaTeX!
Find the source at:
github.com/Tamini/Resume

WORK EXPERIENCE

AMD | KERNEL MODE DRIVER DEVELOPER

January 2016 - April 2016 | Markham, ON

- Fixed bugs in the AMD Kernel Mode Driver for Windows 7, 8.1 and 10.
- Wrote a program in C++ to simulate attacks on the driver. Fixed all identified security vulnerabilities leading to a more secure and reliable driver for AMD's users.

IBM | OPEN SOURCE COMPILER DEVELOPER

May 2015 - August 2015 | Markham, ON

- Part of the two man team that ported the OCaml compiler to the Z Architecture. Required reading and writing x64, PPC and Z Assembly.
- Wrote a relocation type for the Go linker to work with Z.
- Worked on the Go Assembler for Z.

INTERSET | SOFTWARE ENGINEER

September 2014 - December 2014 | Ottawa, ON

- Wrote bash script to allow for automatic OVA creation for customer deployments of software bundle.
- Created Scala application to read and anonymize millions of data entries.
- Maintained and set up a Hadoop/HBase/Phoenix/Spark install on AWS.
- Built web pages for use internally and by customers.

POLAR | DEVOPS

January 2014 - April 2014 | Toronto, ON

- Set up easily recreatable and destroyable virtual machines using Chef, Knife and vSphere.
- Created MySQL dump scripts in Python and SQL that run daily using cron.
- Wrote an IRC bot in Python to help coordinate users and add useful features to the IRC chat.

OPEN SOURCE WORK

JENKINS CI | CONTRIBUTING COMMUNITY MEMBER

March 2014 - Present | www.jenkins-ci.org

- Fixed a bug in the Cobertura plugin which required use of Java and Maven.
- Updated the Jira plugin to use a better method for building strings.

PERSONAL PROJECTS

SPARK | IN-DEVELOPMENT GAME

March 2016 - Present | Still in progress!

Creating a third-person PC game in Unreal Engine 4 using Blueprints and C++. Currently have enemy NPCs, basic animations and basic combat. Will require working with game AI, animating, modelling, texturing and programming.

ANTICHESS | CHESS GAME

2012 - 2013 | github.com/Tamini/AntiChess

Created a chess game in Java with a custom AI in Java. AI implemented alpha-beta pruning and depth-first search to find the best moves.