

Tristan Amini

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EDUCATION

UNIVERSITY OF WATERLOO
SYSTEMS DESIGN ENGINEERING
Class of 2018

LINKS

Github: github.com/Tamini

LinkedIn: [linkedin.com/in/tamini](https://www.linkedin.com/in/tamini)

SKILLS

PROGRAMMING

Over 5000 lines:

Java • Shell • JavaScript • Matlab
OCaml • Python • Rails • \LaTeX

Over 1000 lines:

C • C++ • CSS • PHP • Assembly

Familiar:

AS3 • iOS • Android • MySQL

WORK EXPERIENCE

INTERSET | SOFTWARE ENGINEER

September 2014 – December 2014 | Ottawa, ON

- Built administration pages for use internally and by customers using JavaScript, HTML and CSS.
- 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 from log files.
- Fixed a Windows registry related bug in the company's agent using C++.
- Maintained and set up a Hadoop/HBase/Spark installation.
- Wrote many Maven and SBT files to package builds and deploy them to internal Artifactory server.

POLAR | DEVOPS

January 2014 - April 2014 | Toronto, ON

- Set up easily recreatable and destroyable virtual machines using Chef, Knife and vSphere.
- Created a variety of MySQL dump scripts in Python and SQL that run daily using cron.
- Maintained and added to a suite of Selenium tests for use on Polar's MediaVoice product.
- Set up unit testing and linting for the various Chef cookbooks.
- 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, Maven and Apache Jelly.
- Updated the Jira plugin to use a better method for building strings.
- Added unit tests for new features to prevent regression.

PERSONAL PROJECTS

ANTICHESS | CHESS GAME

2012 - 2013 | github.com/Tamini/AntiChess

Worked with a group to create a chess game with a custom made AI. I was responsible for the majority of the coding, including the AntiChessBoard class to organize and run the game as well as the AI coding and designing. AI implemented alpha-beta pruning and depth-first search to find the best moves.

UW COURSE APP | LIST, RATE AND COMMENT ON UW COURSES

November 2013 | github.com/Tamini/UWCourseGooseRepo

Worked in a team of four in the University of Waterloo EngHack 2013 Hackathon. Wrote the Java and SQL backend for an android app that allowed for viewing and rating University of Waterloo courses. As well as helped out with the UI code when a groupmate had trouble.