

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	+++
L ^A T _E X	+++
OCaml	+++
Scala	+++
SQL	+++
Python	+++
MATLAB	+++
R	+++
Assembly	++
Ruby	++

Tool | Proficiency

Git	++++
Jira	++++
Jenkins CI	++++
Blender	+++
Maya	+++
WinDebug	+++
Perforce	+++
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 L^AT_EX!
Find the source at:
github.com/Tamini/Resume

WORK EXPERIENCE

AMD | DRIVER DEVELOPER

January 2016 - April 2016 | Markham, ON

- Fixed bugs in the AMD Kernel Mode Driver for Windows 7, 8.1 and 10.
- Led the team that created a C++ program to simulate attacks on the AMD display 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.
- 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.

PERSONAL PROJECTS

SPARK | THIRD-PERSON HACK AND SLASH GAME

March 2016 - Present | Still in development!

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. Working with Blender for modelling and Maya for animation.

MARKOV CHAIN | GENERATE TEXT BASED ON INPUT

July 2015 | github.com/Tamini/markov-test

Simple Java program that implemented a Markov Chain. Input text could be read from a text file and stored in a HashMap. Text would be generated based on probability of a specific word coming after another word. Given enough sample text as input, it would generate new text based on the learning acquired.

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. Each piece was assigned a point value and the AI determined the best move by looking at possible future board states and determining the best outcome.