

## EDUCATION

**University of Waterloo**  
SYSTEMS DESIGN ENGINEERING  
Class of 2018

## LINKS

Github: [github.com/Tamini](https://github.com/Tamini)  
LinkedIn: [linkedin.com/in/tamini](https://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](https://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](http://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](https://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.