Tristan Amini

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Relevant Experience

- **Polar** **Toronto, ON**
  DevOps *January 2014 - April 2014*
  - Used Chef, Ruby, Python and MySQL to improve developer performance and efficiency.
  - Set up easily creatable and destroyable virtual machines using Chef, Knife and vSphere to allow for easy testing of new features from github branches.
  - Created a variety of MySQL dump scripts in Python that are run daily using cron.
  - Used Chef to quickly configure Jenkins jobs to allow for automated building of projects.
  - Maintained and created a suite of Selenium tests for use on Polar's MediaVoice product.
  - Set up unit testing and linting for the various Chef cookbooks used at Polar.
  - Wrote an IRC bot in Python to help coordinate users and add useful features to the IRC chat.
  - Voluntarily worked overtime from home to get projects done and fix high-priority bugs.
- **Jenkins CI** **www.jenkins-ci.org**
  Contributing Community Member *April 2014 - Present*
  - Fixed a bug in the Cobertura plugin where columns would sometimes be missing from charts under some circumstances. Fix required use of Java, Maven and Apache Jelly.
  - Updated the Jira plugin to use a better method of building strings.
  - Added unit tests for new features to prevent regression.
  - Given commit access and invited to join the Jenkins CI organization on GitHub.
- **Personal Projects** **github.com/Tamini**
  Notable Coding Projects *September 2010 - Present*
  - **AntiChess** Created an chess game with a custom made AI. AI implemented alpha-beta pruning and depth-first search.
  - **VR-Ready 3D Games** Since getting my Oculus Rift I've been learning and using Unreal Engine 4 to make my own virtual reality games and experiences!
  - **Résumé** This résumé was written entirely in LaTeX and the source can be found on my github account!

Technical Skills:

Languages: Java, C++, Python (Django), Ruby, Chef, MySQL, LaTeX, Turing, Basic Shell Scripting

Other Tools: Git, Unreal Engine 4, Maven, Jenkins CI, SolidWorks, Emacs (Vim is okay)

Future Goals:

Learn: Clojure, HTML and C.

Create: Contribute to Linux distributions and a full commercial game made in Unreal Engine 4.