

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

PROGRAMMING

Language | Proficiency

Java	++++
C++	++++
Go	+++
L ^A T _E X	+++
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 L^AT_EX!
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.

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.

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.