Terrance Niechciol

✉ TNiechciol@gmail.com
○ github.com/TerranceN
🔗 eat.sleep.build

remind

🔗 remind.com/about
📍 San Francisco
📅 Jan. 2015 - Aug. 2015,
   May 2016 - Aug. 2016,
   Sept. 2017 - April 2020
{ } Ruby, Go, Typescript, Javascript
⚙ Rails, React, Postgres, DynamoDB, Redis

- **Backend:** Lead or co-led the creation of a half dozen new micro-services, including services for our chat, third party integrations, and our authentication systems.
- **Frontend:** Heavily involved in web frontend development, from being on the team that re-wrote it in React in 2015, to regularly implementing features for it to this day. Code I wrote in 2015 is still in use today.
- **Feature Ownership:** Lead the successful development of dozens of product features, personally implementing large parts of the backend and web frontend of those.
- **Enterprise Readiness:** Regularly involved in incident response and resolution, including projects to resolve multiple core, time-sensitive issues.

A THINKING APE

🔗 athinkingape.com/about
📍 Vancouver
📅 May 2013 - Aug. 2013
   Jan. 2014 - Aug. 2014
{ } Objective C, Python, Javascript, Java
⚙ iOS, Django, Android, GLES 2.0

- **Frontend:** Developed the iOS frontend of a prototype poker app focusing on playing with friends, which eventually became an app called Pineapple Poker.
- **Frontend:** Developed frontend features for a 3D racing game on Android, including an interactive map, and the movement/drifting animation for the cars using GLES 2.0.
- **Backend:** Built and improved analytics tools on the metrics team in order for them to filter information faster and be able to see a user age breakdown for specific days.

eat.sleep.build

🔗 eat.sleep.build
🔗 github.com/TerranceN/TNiechciol.ca
📅 Nov. 2012 - present
{ } Haskell

My website: a Haskell webapp running on top of lighttpd

- **Type Systems:** Created a DSL using monads to programmatically compose HTML.
- **Web Fundamentals:** Built without any web frameworks to better understand how other frameworks like Django and Rails work under the hood.

asdf2

🔗 github.com/TerranceN/asdf2
📅 April 2016
{ } C
⚙ ncurses

A command line utility to quickly search through shell history

- **Iterative Design:** Organically developed from a tiny `history | grep $@` script into a tool I use hundreds of times a day.
- **Always Improving:** One of multiple tools I designed from the ground up to increase my productivity.

Geometry Wars Clone

🔗 eat.sleep.build/Projects/GeoWarsClone
▶ youtu.be/Xv-3VLCFOQM
📅 Sept. 2013 - Dec. 2013
{ } Scala
⚙ LWJGL, OpenGL, GPGPU

A clone of the Xbox Live Arcade game Geometry Wars

- **Detail Oriented:** Hundreds of thousands of particles/grid points are simulated on the GPU without slowdown. Basically a homemade GPGPU/Cuda system.
- **Juicy Design:** Meticulously hand-tweaked music and animations to make the game feel satisfying to play.

Other Projects

- **Bamboo Bicycle:** hand-built a bicycle frame out of bamboo with my girlfriend imgur.com/a/dvswSbW
- **CNC Machine:** built an MPCNC, a CNC Machine from 3d printed parts imgur.com/a/KMqnzZl
- **Nixie Clock:** Designed and built a nixie clock using a PCB made on my CNC imgur.com/a/WPx4fi7
- **Electric Grinder:** Converted a hario hand grinder into an electric grinder imgur.com/a/Qaizi4o
- **Fermentation:** experimenting with fermenting cucumbers (pickles) and honey (mead)

UNIVERSITY OF WATERLOO

- Bachelor of Computer Science
- Graduated December 2017