Samuel Riddle

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SKILLS

Languages: Java, GoLang, C, Python, JavaScript/TypeScript, C++
Tools: Git + GitHub, JetBrains software, Visual Studio, JIRA

PROJECTS

MiniOS Operating System   SEPTEMBER 2019 - DECEMBER 2019

- Designed an operating system in C and x86 assembly which controlled process scheduling, memory management, interprocess communication and process-kernel interaction

PlaceholderAPI   JANUARY 2017 - PRESENT

- Designed an API using object-oriented principles that replaces customizable variables in text-like objects relied upon by over 200 servers and 400 players per month and 14,000+ downloads over 3 years

Course Exam (Team-based)   JANUARY 2021 - PRESENT

- Built an automated question generator using Python to serve customized examinations for hundreds of students which saved 25-30 man hours per examination

Animatchup   MARCH 2020 - PRESENT

- Created a full-stack React app in TypeScript for comparatively rating anime and manga
- The backend uses Node, Fastify, GraphQL and PostgreSQL to support full CRUD operations

Catalyst Discord Bot   OCTOBER 2020 - PRESENT

- Built a robust Node event planning bot in TypeScript which manages events for over 2700 users
- Features participant management, calendar-based event creation, event notifications and responsive commands

WORK EXPERIENCE

Computer Science Teaching Assistant - UBC, Vancouver   JANUARY 2018 - PRESENT

- Assisted students to reach a better understand of computer science fundamentals through Java
- Built automation tools for course examinations and grading processes
- Designed tests for automated grading containers

EDUCATION

University of British Columbia - B.Sc in Mathematics   SEPTEMBER 2016 - PRESENT

- Completed 35 credits in Computer Science

VOLUNTEER EXPERIENCE

Out of the Cold, Habitat for Humanity, Toronto   2013 - 2016

Vancouver Food Bank, Vancouver Food Runners   2020