

Yaron Koller

University of Waterloo | 3A Honours Computer Science

Email: ykoller@uwaterloo.ca | Website: <http://yaronkoller.github.io/> | GitHub: <https://github.com/yaronkoller>

Summary of Qualifications

- Over four years of software development experience from school, personal, and professional work
- Strong communication and teamwork skills acquired through group projects and competitions
- Passionate about problem solving, learning new things, and taking on difficult challenges
- Languages & Technologies: C, C++, C#, Java, Racket, JavaScript, Git, Subversion

Work Experience

Software Engineering, IGNIS Innovation Inc.

May 2016 – Aug. 2016

- Developed a library that parses and interprets special arithmetic expressions to create OpenGL shader files
- Built a driver that serves as an interface to an industrial oven, as well as a virtual oven driver for testing
- Worked on a wide variety of internal tools and features as part of an Agile software team

Full Stack Web Developer, Imagine Communications Corp

Sept. 2015 – Dec. 2015

- Quickly mastered technologies such as C# and AngularJS in order to develop features for a large web application
- Completely restructured the front-end of the web application and achieved greatly improved performance
- Worked as an integral member of the software delivery team in a fast-paced work environment

Projects

WLP4 Compiler, compiles WLP4 (a subset of C) into MIPS machine language

Jan. 2016 – Apr. 2016

- Built the compiler from the ground up for CS 241 and received a perfect score for correctness
- Scored in the top 4% of the class for compiler optimization through careful planning and consideration
- Implemented several optimization techniques, including constant folding and constant propagation

PawnPusher9000, a command-line chess game written in C++

July 2015

- Developed the game for CS 246 with a partner and received an A+ as a result of excellent teamwork
- Implemented core chess mechanics, AI for computer players, the ability to save/load a game, and other features
- Designed UML plans for the game's model-view-controller architecture in order to facilitate modularity

Blind, a 2D role-playing game

Jan. 2015

- Created the game in C# using the Unity game engine as part of a team of three
- Implemented player navigation and non-player character behaviour with grid-based movement
- Contributed to team design discussions about a variety of core game mechanics and deliverables

Education

Candidate for Bachelor of Computer Science, University of Waterloo

Sept. 2014 – present

Awards:

- Term Dean's Honours List – for achieving an average grade of at least 87% in the Winter 2015 term
- President's Scholarship – for entering university with an admission average of at least 90%