

# Yaron Koller

University of Waterloo | Computer Science

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## Summary

- Two years of professional software development experience acquired through six internships
- Passionate about problem solving, learning new things, and taking on difficult challenges
- Languages: C++, C, Scala, Java, C#, Racket, Python

## Experience

**Software Engineering Intern, WhatsApp** Sep. 2018 – Dec. 2018

- Worked on a cross-platform library for serializing, persisting, and sending client performance data to the server
- Designed a solution to a concurrency problem across processes with very limited IPC mechanisms available

**Software Engineering Intern, Google** May 2018 – Aug. 2018

- Implemented a critical component of the Attribution team's new scalable data processing pipeline
- Coded in C++ and used many Google technologies, including Scaffolding, Stubby (gRPC), and Protocol Buffers

**Software Engineering Intern, Arista Networks** Sep. 2017 – Dec. 2017

- Worked on Smash, an internal library used for inter-process communication through shared memory
- Built a new feature that allows for performance improvements of up to 22% for some Smash clients
- Solved a complex issue in a critical part of Smash's lock-free algorithm for handling notifications

**Software Engineering Intern, Evertz Microsystems** Jan. 2017 – Apr. 2017

- Developed tools for the configuration, monitoring, and debugging of Evertz's flagship enterprise video router
- Improved the performance of an application by over 50% by introducing multithreading and synchronization

**Software Engineering Intern, IGNIS Innovation** May 2016 – Aug. 2016

- Developed code that parses and interprets arithmetic expressions to create OpenGL shader files
- Built a software library that communicates with and provides an interface to an industrial oven
- Worked on a wide variety of internal tools and features as part of an Agile software team

## Projects

**JoosBox**, a compiler from Joos 1W (a large subset of Java) to x86 assembly language Jan. 2019 – Apr. 2019

- The main project for CS 444, popularly known as one of Waterloo's "big three" computer science courses
- Led a team of three students and was heavily involved in all planning and design decisions
- Wrote the project in Scala and passed all test cases to achieve a project grade of 99.7%

## Education

**Candidate for Bachelor of Computer Science**, University of Waterloo

Sep. 2014 – Aug. 2019

### Awards:

- Term Dean's Honours List – Fall 2016
- Term Dean's Honours List – Winter 2015