Yaron Koller

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Summary of Qualifications

- Five years of software development experience including 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: C, C++, C#, Java, Python, Racket, Bash

Experience

Software Design Engineering, Evertz Microsystems Ltd.   Jan. 2017 – Apr. 2017
- Improved performance of C/C++ application by over 80% through multithreading and synchronization
- Developed several security features such as user permissions, inactivity timeouts, and limited login attempts
- Created new tools for keeping track of devices on the network, displaying data, and providing menu interfaces

Software Engineering, IGNIS Innovation Inc.   May 2016 – Aug. 2016
- Developed code that parses and interprets special 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

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, translates 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 on correctness
- Scored in the top 4% of the class for compiler optimization through careful planning and consideration
- Implemented several compiler optimization techniques, including constant folding and constant propagation

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, Fall 2016
- Term Dean's Honours List, Winter 2015
- President's Scholarship