Adam Pruner

apruner@sfu.ca • 604 317 7280 • Port Coquitlam • British Columbia • Canada

github.com/apruner • linkedin.com/in/adam-pruner • adampruner.com

Education

Bachelor of Science, Computer Science   Jan 2015 – Dec 2019

Simon Fraser University, Burnaby, British Columbia

- Teaching Assistant for CMPT 120: Introduction to Computing Science and Programming
- CGPA: 3.17

Relevant Work Experience

Tableau Software   Sep 2018 – Dec 2018

Software Engineering Intern

- Full Stack Web engineer on the Tableau Public team (React/Angular, Java/Spring, Kubernetes, AWS)
- Architected, built, and deployed an "Extrapper" microservice to fetch and store data from Tableau in S3
- Responsible for significant frontend refactoring, bug-fixing, and creating helpful gitlab CI/CD jobs

Tesla Inc   May 2018 – Aug 2018

Software Engineering Intern

- Full Stack Web and Mobile engineer on the Tesla Energy Software team (React, Redux, React Native, Go)
- Designed, developed, and owned multiple customer-facing features for the Tesla mobile app that were shipped to over 200,000 owners of Tesla vehicles and energy products
- Implemented a suite of new UI warnings for incorrect meter configurations in the Powerwall Configuration App, reducing the amount of service calls to the support team from installers by up to 20%

SAP   Jan 2017 – Aug 2017

Software Development Intern

- Front end developer on SAP Analytics Cloud filters/explorer team (JavaScript, jQuery)
- Contributed significantly to unit and automated testing efforts, as well as technical debt
- Responsible for all filter-related testing for the SAP Analytics Cloud iOS app, ensuring a smooth launch of the app on Apple's App Store

Relevant Projects

- **WeatherRaptor** – Utilized Pyspark, Bash, and Hadoop/HDFS to create a Machine Learning data pipeline which cleaned a large weather data set and predicted weather categories for images of Vancouver
- **SupportRaptor** – Wrote Vue components and Firebase API calls to build a mental health chat application
- **PartyPong** – Scripted animation, game physics, and other game mechanics as well as created game objects (3D models) for a VR ping-pong game using Unity: honourable mention at Hack The North 2016

Other Relevant Experience

- **President/COO** – Hack Lounge SFU – Coordinate club logistics for programming competitions, development workshops, and other community events, encouraging students to get involved with tech
- **Mentor/Volunteer** – Kids Code Jeunesse – Introduce K-12 teachers to the basics of programming with Scratch and JavaScript, sparking an interest in Computer Science

Technical Skills

- **Languages** – JavaScript, HTML, CSS, Python, SQL, C/C++, Go, Haskell, Bash, Java, Swift (learning)
- **Frameworks/Libraries** – React, Redux, React Native, Node.js/Express, jQuery, Vue, Enzyme, Jest, Jasmine, Pyspark, Pandas, SciPy/Numpy, Spring/Spring Boot, SFML, C++ Standard Library
- **Cloud Tools/Other** – Kubernetes, Helm, Jenkins, Hadoop/HDFS, AWS, Heroku, JIRA/TFS, Unity, JetBrains
- **Databases** – MongoDB, PostgresQL, FireBase, SQLite